BRAND NEW!

THE ONLY MAGAZINE DEDICATED 100% TO THE SEGA MASTER SYSTEM!

SEGA MASTER FORCE



EXCLUSIVE!

ROBOCOP 3

Read the preview... then see the film

EXCLUSIVE!

TERMINATOR 2

Preview inside!

WIN! Five cracking Kremlin games from Domark!

impact MAGAZINES

9 770969 506004 08

£1.50 AUGUST 1993 No.1

PRINTED IN THE UK EXPORT £1.50 STERLING

CREATING 90s READING

WIN A DREA

...anywhere

Later this year one of our readers will be invited to go on a holiday of a lifetime – to just about anywhere in the world. It could see you basking in the Bahamas, or cruising in the Caribbean. It could be ambling around Australia, or night-clubbing in New York. Even trekking in Tibet, or pottering around the Pyramids. Literally, the world is your oyster ! It could be a holiday for one. Or for a whole family. Just as you wish – providing the total cost comes to no more than £3,000.

How do you go about winning such a fantastic invitation? Simply by completing the coupon opposite and handing it in to your newsagent. He will then enter it for this unique competition, in time for the draw which will take place on July 12.

If you win you will be asked to select the holiday of your choice from any you see on offer – either nationally advertised or available from your local travel agent. There will be absolutely no restriction on the location, or the company you choose to provide the holiday.

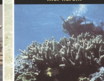
It will be entirely up to you to decide which is the right holiday to suit your tastes.

And that's not all. As a thank you to your own newsagent, we will also be sending him two free tickets for a fabulous holiday in Paris, staying at a top hotel, going on a grand sightseeing tour and taking in a spectacular show at an exotic night club!

£3,000 could take you here...



...or here...



...or anywhere!



AND IF YOU WIN, THERE'S A HOLIDAY

M HOLIDAY in the world!



WHICH MAGAZINE FOR YOU?

ACORN – One of Britain's longest-running computer magazines, *Acorn Computing* (£2.95) is the pre-eminent choice for users of the Archimedes and BBC Micro.

COMMODORE – Three magazines serve the dedicated Amiga fraternity. For games players there is *Amiga Action* (£3.95) and *Amiga Force* (£1.95), while *Amiga Computing* (£2.99) covers every aspect of this versatile machine. Owners of the C64 will find all they need in *Commodore Force* (£2.95).

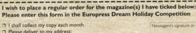
ATARI – For the Atari ST enthusiast there are three magazines – *ST Action* (£3.95) for gamers, with *Atari ST User* (£3.40) and *Atari ST Review* (£3.50) satisfying the more general ST owner.

NINTENDO – The whole of the ever-expanding Nintendo scene is covered by *N-Force* (£1.95), while dedicated fans of the Super NES have *Super Action* (99p) and for Game Boy freaks there's *GB Action* (99p).

PC – Most dynamic newcomer on the PC magazine scene is *PC Home* (£3.95), covering both business and leisure interests. *PC Today* (£3.95) is devoted to supplying practical solutions for the small businessman.

SEGA – All the Sega machines have their champion in *Sega Force* (£1.95), with *Mega Action* (99p) serving the needs of Mega Drive owners (*to be launched on May 20*).

To enter this £3,000 contest, just hand this coupon in to your newsagent



I wish to place a regular order for the magazine(s) I have ticked below:
Please enter this form in the Europress Dream Holiday Competition

- ☐ I shall collect my copy each month
- ☐ Please deliver to my address:

Name ______________________

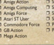
Address ______________________

Post code ________ Tel ________

My newsagent's name and address:

Newsagent's signature or stamp

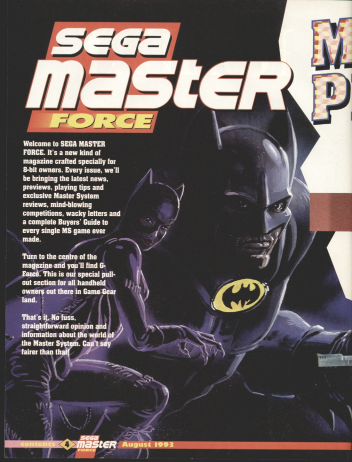
- ☐ Acorn Computing
- ☐ Amiga Action
- ☐ Amiga Computing
- ☐ Amiga Force
- ☐ Atari ST User
- ☐ Commodore Force
- ☐ GB Action
- ☐ Mega Action
- ☐ N-Force
- ☐ Sega Force
- ☐ ST Action
- ☐ ST Review
- ☐ Super Action
- ☐ PC Today
- ☐ PC Home





MR NEWSAGENT: Please confirm this order and return the form to your wholesaler for entry in the prize draw

Y IN PARIS FOR YOUR NEWSAGENT TOO!



Welcome to SEGA MASTER FORCE. It's a new kind of magazine crafted specially for 8-bit owners. Every issue, we'll be bringing the latest news, previews, playing tips and exclusive Master System reviews, mind-blowing competitions, wacky letters and a complete Buyers' Guide to every single MS game ever made.

Turn to the centre of the magazine and you'll find G-Force. This is our special pull-out section for all handheld owners out there in Game Gear land.

That's it. No fuss, straightforward opinion and information about the world of the Master System. Can't say fairer than that!



AUGUST 1993

A LA CART MENU

NO PROBLEMO!

14 He said he'd be back! Arnie's on MS in *Terminator 2: Judgment Day*. Acclaim are behind the 8-bit game. We've exclusive news on this forthcoming release and a sneaky peek at the visuals.

COP A LOAD...

18 Acclaim have taken a stonking arcade game and converted it to the Master System. In this exclusive preview, we take a look at how *RoboCop 3*'s shaping up. Is the future of law enforcement already here on 8-bit? Let's find out...

FEEL THE FORCE

31 Attention all Game Gear owners! G-FORCE is a special section dedicated entirely to handheld news, previews and reviews. This month, *Double Dragon Xtra*, *Land of Illusion*, *WWF Steel Cage Challenge*, *Home Alone* and more!



SYSTEM ADDICT!

41 Paul's been beavering away on our trusty Master System, tipping hundreds of games for your delight and delectation. There's a player's guide to *Super Kick Off*, maps for *Land Of Illusion* and tons of infinite lives codes, level skips and invincibility cheats.

FROM RUSSIA WITH LOVE

10 Well, they're not from Russia, actually, they're from Putney, but they love their jobs and it shows. The Kremlin are a team of programmers behind some corking Domark games. Paul Wooding went behind the scenes to chat, play and drink gallons of coffee!



SPY BEFORE YOU BUY!

61 Unsure whether the MS game winking at you on the shelf is worth a purchase? Check out the SEGA MASTER FORCE Buyer's Guide. All MS games reviewed in SEGA FORCE are rated here, with a price and contact number for more info. Better safe than sorry...

51 Cart Toppers:
The place to look if you wanna know what's cooking in the Master System world. The Top 20 charts with a running commentary from our resident DJ, Gutter Snipe!

52 Letters:
We couldn't oust him from the last issue of SEGA FORCE. Good old Snipey-babe is as sarcy as ever. More of your letters and pics for the nation to view.

58 Classifieds:
A market in your very own home, where the goods are only a phone call or letter away. SEGA MASTER FORCE classifieds are absolutely free!

Stop Press

COMIC CAPERS



After much bluster and hype, the UK got its first taste of ***Sonic The Comic*** at the end of May. The 95p fortnightly publication promises much **Sega** gaming heroism in its pages.

Headed by veteran comic (and video gaming) magazine editor, **Richard Burton**, this was a golden opportunity to give some life back to regular comics through material familiar to millions of Mega Drive and Master System enthusiasts. Sad to say, it's got off to a poor start.

Of the 36 pages in issue one, only 17 are strips: Sonic The Hedgehog; Shinobi — The Fear Pavilion; and The Legend of the Golden Axe. The latter contains the best artwork (**Mike White**) and a script that shows promise (**Mark Eyles** — a founder of the famous Spectrum and C64 software house, Quicksilver).

Rough around the edges

The eponymous strip has a too-juvenile script and banal art, making Sonic look like a Pentel fibre tip rough for something much better.

Perhaps **Fleetway** simply didn't cough up a large enough fee, but it makes you wonder what's happened to comic-strip art when the picture frames — a key element of any comic's design — are as untidy as this. And why does Dr Robotnik keep cracking Dizzy-style egg jokes?

It's encouraging to think that console games — and **Sega** ones, especially — might lead a much-needed revival for British comics, but that will have to wait for something much tighter, much cleverer and much better value for money than *Sonic The Comic*.



PHILIPS PUT 'e' BEFORE 'i'

If you thought the Mega-CD was the first commercially-available CD-ROM machine, you'd be wrong. **Philips** have had their little baby, the CD-i, on the market for a good two years now, and though it's never been hyped up to the same level as **Sega**'s latest addition, it's starting to share the limelight.

CD-i stands for Compact Disc interactive, and with the latest release, you can truly be at one with your CD player! Billed as the ultimate interactive entertainment experience, *eScape* delivers nightclub music and visuals to your home (bouncers not included).

The CD features eight tracks from well known artists such as **Coldcut**, **Psycore** and **Mind Over Rhythm**, and includes loads of psychedelic visuals which you can alter and style to create your own cyberpunk video. The experience is best appreciated with the lights off and the music up loud.

Hardcore CD

eScape will be released later this year, to be followed by two further hardcore interactive CDs. The CD-i machines themselves retail for roughly £400 and the software library's growing by the minute.

If you're happy with your console and want to try a different CD experience, pop into your local MEB and check out **Philips**' wonder machine.

Even though prices for the machines are steep at the moment, expect them to come down in early 1994. Remember a few years ago when video recorders cost a fortune? Now they're affordable and the CD-i could be in your home sooner than you think.







COSMIC CODEMASTERS



After the success of *Micro Machines'* unusual, exciting race tracks and the eggy hero, *Dizzy*, Leamington-based **Codemasters** are launching a new hero onto the MS.

Linus Spacehead's *Cosmic Crusade* follows the adventures of a courageous space explorer as he returns home from 'discovering' planet Earth. Unfortunately, nobody on Spacehead's home planet of Linoleum believes his story of a strange new world in a far-off galaxy.

Spacehead sets out to buy another spaceship and prove to his people that he isn't just another jerk in orange jumpsuit and red pants. Expect to see his awesome arcade adventure later in the year on Master System and Game Gear.



Cor! It's the new Codemasters logo. Their designer must be dead clever.

FLYING FUR

Coming soon to an MS near you is Virgin's latest offering, Wolfchild. Beware, you need to be howling mad to play this game!

Saul Morrow is a man with a little something extra in his genes. After being experimented on by his dear old dad, Saul has become a lycanthrope, capable of transforming from a man to a man - wolf with psychic powers. Everything is fine and dandy until one day disaster strikes. Saul's dad is kidnapped and the rest of his family are slaughtered by the malevolent Karl Draxx. This evil man is hoping to rule the world with the help of his terrorist organisation, Chimera. Saul must locate and defeat Draxx to rescue his father and avenge the death of his family. Throw in saving the world as well and the poor lad's got a lot on his plate.

Wolfchild is already a big hit on the home computer formats and is soon to hit the Master System. The game features 400 screens split into five jam packed worlds. The animation is said to be stunning (isn't it always?) so get ready for some super graphics.

Wolfchild is out in the shops in the summer but look out for a full preview in the next pink, fluffy and lovable issue of Master Force.



THE RATING GAME

With all the scandal and gossip surrounding **Sega** games after influential MPs and journalists got their teeth into *Night Trap* on Mega-CD, it's no surprise *Sega* are putting ratings on games, just like movies.

What's a trifle unexpected is that the directive comes from **Sega**'s American headquarters. The idea gives parents a way to gauge the amount of violence or 'inappropriate' material a game contains, and so know what little Johnny shouldn't be playing.

Those all-unimportant ratings are:

GA: General Audiences
MA-13: Parental discretion advised
MA-17: Adults only

Keep in mind these classifications are a voluntary action, not one of those **Nintendo** do-or-die things. Who's going to enforce the ratings? Will stores refuse to sell you a game because your parents aren't standing over your shoulder? Do you have to be over 18 to buy MA-17 games?

While many will gravitate to 'violent' MA-17 games, such as **Acclaim**'s grisly *Mortal Kombat* coin-op conversion, there's an upsurge in games featuring cute, mischievous, little guys.

In addition to **Konami**'s *Rocket Ranger* and *Aero The Bat* from **Sunsoft**, there's the undoubtedly sweet *Aladdin* and **Tradewest**'s *Plok*, starring a hero with a heart of gold and joints of pure velcro (?!). Even Schwarzenegger's moving away from extreme violence, starting with *Last Action Hero*, so there must be money to be made.

■ **Marshal Rosenthal**

ROBOCOP VS TERMINATOR

The two metallic movie monsters are set to slug it out in a new game from top software company, **Virgin Games**. Based on the **Dark Horse** comic published as a four-part mini-series last year, the *RoboCop Vs Terminator* games puts you in control of Officer Murphy (aka RoboCop) as he encounters hordes of steel Arnie skeletons.

According to the comic, RoboCop's operating system develops into the software for the human-hating Skynet computer responsible for Terminators in the future. The game's platform-based and features ED-209, gun-toting thugs and high-tech killing machines.

RoboCop Vs Terminator will be out on all Sega formats before Christmas. We'll keep you posted on how great it's looking and have a full review as soon as it's ready!



TRADING CASES

Remember bubble gum cards? American manufacturers dropped the gum long ago and they were renamed trading cards — because you trade them with friends to get a complete set.

The **Topps** company is one of the biggest trading card makers. They created Bazooka Joe bubble gum and have been around forever, it seems. Baseball and basketball cards are losing thunder to the newer interest in movie and comic-based sets, and **Topps** have risen to the bait with *Batman: The Animated Adventure*.

Each pack of six slick, varnished cards comes in sealed blue foil. The hundred-cart set depicts frames from the TV series, divided into subsets such as Villains, Locations and Bat-pharnalia. Additional rare 'chase' cards consist of six different stickers, sort of like mini-cells.

Star warriors

The second and bigger blow of this one-two punch is **Topps**' massive 140-card *Star Wars Galaxy* set.

Rather than just movie photos (anyone remember the 1977/78 set?), these trading cards feature pictures from **George Lucas**'s archives, reproductions of foreign, costume sketches, *Star Wars* posters and production art.

The best part is that over 50 of today's influential comic-book artists were brought in to draw characters and scenes — guys like **Sam Keith**, **George Perez**, **Bill Sienkiewicz**, **Brett Blevins** and **Cam Kennedy**. The 'chase' cards are etched foil cards by another fan-favourite artist, **Walt Simonson**.

As if those weren't enough to get the punters panting, **Topps** also have the rights to *Jurassic Park* and *Last Action Hero* movie cards. It'd be quicker to give them a licence to print money…

■ **Marshal Rosenthal**

WIN MAGNETO'S GLITTERING PRIZE

The latest major storyline in **Marvel Comics**' top-selling **X-Men** titles involves the return of their nemesis, Magneto. They've teamed up with **Sega** for a massive 'Where's Magneto?' competition.

Inside summer issues of **Marvel**'s X-titles (*Uncanny X-Men*, *X-Factor*, *X-Men* and *X-Force*) are instant-win scratch cards and special clues which lead to Magneto's location. For the intellectually impaired, there are prizes for simply sending your name and address into a draw.

The prizes include limited edition trading cards, special editions of comics, a mint-condition copy of *Uncanny X-Men* 1 (worth $2600!) and, of course, **Sega** video games.

But you'd like a competition right now. Okay, check this out: An upcoming X-Men comic features a state-of-the-art Magneto hologram on the cover. It's the size of a trading card and we've snagged one of these holo stickers.

To win, answer this question: **The most popular X-Man is Wolverine. What's his skeleton made of?** Send your answer to **X-COMP, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**.



HACKED ACTORS

Just what are **Acclaim** up to? We heard rumours they were working on a mysterious project called 'Synthetic Actors' but they remained tight-lipped. We bombarded them with questions until they gave in:

What are synthetic actors?
'Synthetic actors are video game characters generated through the conversion of mathematical data obtained through a proprietary motion capture process [huh?! — Everyone]. The end result is a tremendously realistic character with fluid and life-like movement.'

What are their advantages? What can they do?
'Cutting down the time it takes to create the artwork and animation, while saving development time, is the major advantage, as well as the fact it's a platform-independent approach. It can be used to develop interactive games for any hardware system, ROM or CD-based.'

What special programming skills do they require?
'Our process is actually a combination of existing technologies, requiring expertise from a variety of fields, including sports analysis, medical research and the graphic arts, and has been in development for nearly two years.'

When will we learn more about these little fellas?
'Although still in development, we anticipate that our first titles utilising this technology will be on the market in 1994.'

■ **Marshal Rosenthal**

SOFTWARE, BUMPY RIDE

The latest computer workstations and software are making games better looking and easier to produce. Aside from the Silicon Graphics systems (see 'The Monsters Are Coming'), packages such as ***SoftImage*** (from the company of the same name) produce amazing results, such as the three-minute film on **Sega**'s *Virtua Racing* coin-op. Once the graphics are designed, the software concentrates on 3D animation of the race course and pit crew.

Art attack

This pales into insignificance compared to the wrap around simulation ride, *Megalopolice: Tokyo City Battle*, a complex predicted view of the future. The film took three full-time *SoftImage* operators, a production team, art and sound directors months to complete. One software module, *Actor*, created character movement, as well as explosions with realistic debris bouncing off walls.

The mechanical factor is the **Sega** AS-1 'Motion Theater'. Essentially a passive flight simulator, the AS-1 weighs 3.4 tons, seats up to eight people and gives the sensation of being there.

Lower-tech versions of this concept made ripples in the past but their grainy films and limited movement are positively archaic compared to the next wave of simulation rides. Hang onto your hat…

■ **Marshal Rosenthal**

BUBSY'S BEEN FRAMED!



Yes, it's true. **Accolade**'s **Bubsy** game character has been framed — in animation, that is! America's favourite bobcat has been given his own cartoon; its first showing was in America last month, during Thanksgiving Weekend.

Accolade, **Imagination Factory, Inc** and **Calico Entertainment** produced the 30-minute trailer cartoon. If feedback is favourable, Bubsy could be a regular on American television and eventually over here, too (we always get the Yank cartoons, sooner or later).

Toon time

So why convert Bubsy to celluloid? **Calico**'s award-winning producer and director, **Stanford Blum** (unfortunate name!) reckons Busby's the best cartoon character there's been for ages: 'He's a fast-talking, over-confident hero and lends himself perfectly to the slapstick humour that's constant throughout the cartoon.'

What with **Sonic** and **Bubsy** cartoons, you begin to wonder who'll be next — the fisherman from *King Salmon*?!

Accolade have also secured rights to official Bubsy merchandising. They're promising to release some cool stuff — we've already seen some smart beany hats. Keep your eyes peeled later this year for anything bearing your favourite bobcat — Bubsy!

CAPCOM COLLECTIBLES



If you can't get enough of *Street Fighter II* (and let's face it, who can't?), take a look at the goodies **Capcom** have cooked up for ya.

There's loads of merchandise for the die-hard *SF II* collector to choose from. Prices range from the sensible to the ridiculous. In Japan, metal miniatures are available in two sets of four characters (Mat's got them both!). They cost around £12 per set each and are becoming rare.

The best items are the massive model kits — a whopping 15 inches tall! Once assembled and painted, these figures look brill. However, they'll set you back about £40.

Also available are *Street Fighter II* sound effect key rings, biscuits, posters, jigsaws and even cuddly toys(!)

Land of the rising sun

Now the bad news. Unfortunately, most of this stuff is only available in Japan at the moment, but once *Street Fighter II: Champion Edition* is released for the Mega Drive over here in September, expect to see loads of merchandise in the UK, as well.

For details of the less impressive *SF II* action figures from **Hasbro** and how to get hold of them, as well as other merchandise, check out the inside-front and inside-back cover of the *Street Fighter II Official Sticker Album* free with SEGA FORCE MEGA this month.

Feature



Forget all the hype surrounding the sequel, *Desert Strike* on the Master System is rock-hard! Take on the madman General Kilbaba with the aid of an attack helicopter.

THE KREM

Armed only with his trusty Bic Automatic and suitably attired in dodgy trench coat and dark glasses, comrade Paul Wooding is hot on the trail of an international organisation operating under the name of 'The Kremlin'. Does he find any reds under the bed and, if so, what are they doing there?

'A-ha!' I thought on arrival at **Domark**'s West London HQ, 'they've cunningly disguised the building as an NCP car park. Very sneaky!' But it didn't fool me, and in no time at all, I was sitting in the reception area drinking mineral water — it must have been Putney's hottest day in years.

I just had time to gulp down the last dregs before I was shepherded down a flight of stairs where I located a rather imposing door with a plaque bolted to it. As I cleared away the dust that covered the sign, a word began to emerge. I rubbed harder until all became clear. The word was 'GENTS'.

'Do you want to go to the loo before you meet the team?' asked a rather bemused **Joanne**, Domark's latest PR recruit.

'Er, yeah, I'll be out in a minute,' I stammered as I pushed open the door. Oh well, only 59 seconds to kill!

On leaving the toilet, a gleaming plaque caught my eye, indicating the all-new offices of **The Kremlin**, one of Britain's top programming teams — and about time, too!

So just who *are* The Kremlin, and what are they doing in Domark's basement? They're an established programming team who've gone 'in-house' and share residences with the software company who market their games. It's a kind of Big Brother relationship: they're free to create games, while Domark look after their commercial interests by marketing the games to the public.

This relationship has worked well in the past, with titles like *James Bond*, *Super Space Invaders* and *Prince Of Persia* all going down a bomb on the Master System, as well as the MD and GG.

Now they're under the same roof, they're about to unveil their biggest project on the MS and GG — *Desert Strike*. Which is why I made the long slog from Ludlow to London…

Bahrain airport's quite busy this year, what with the war and everything. They've a very strange way of dealing with American tourists — they shoot them down!

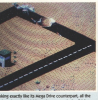
The general consensus around the SEGA MASTER FORCE office is that you can't fit *Desert Strike* onto an 8-bit machine, no way, no how. **Michael Carr**, one of the MS programmers, disagrees with that statement completely. He's well proud of what he's managed to get out of the humble MS, and so he should be!

Imagine these fearsome fellows walking down Putney high street waving their bats about. Well that's the sight that greeted me as I hunted for Domark headquaters!

Michael, together with producer **Darren Anderson**, have done their level best to capture the feel of the original MD game and, along with the two graphic artists, **Matt Hicks** and **Mike Adams** (who designed all the sprites and backgrounds), they've produced virtually an exact replica of the 16-bit original.

I asked Michael what he'd left out from the 16-bit version.

'Not a lot,' came the reply. 'Obviously, some things had to give, but all in all you'd have to look at the game pretty closely



Looking exactly like its Mega Drive counterpart, all the missions from the 16-bit version appear in the 8-bit game, such as destroying all the airfields.



IN THE WORKS

Only the most talented designers and programmers get to work for Domark. The entry test is incredibly tough and here we see two of the applicants actually attempting to spell their own names.

BEHIND THE IRON CURTAIN



So just who *are* **The Kremlin**? I knew virtually nothing about them until recently, yet I was familiar with all of their products, prompting a very embarrassing 'Oh, was that you!' reply (sorry, lads).

The Kremlin have been around for just over three years, and in that time they've been responsible for a multitude of games over a wide range of formats. They started off programming for the big 16-bit computers (Amiga and Atari ST) then gradually broadened their field until they were programming games for eight different systems.

The emphasis has switched away from computers and **The Kremlin** look likely to take to the **Sega** games market by storm, as they're totally committed to producing games over all formats.

If you doubt their intentions, take a look at the number of staff employed, 1990–93. When they first started, they had four full-time staff, consisting of three programmers and one artist. Over the past few years, they've built up to the 27 people they now employ, 22 of them programmers and artists! They have an in-house musician and a 24-track recording studio, complete with instruments!

Who's that fellow with the bat? Why is that man smiling and just what kind of a lousy caption is this?!

to notice the omissions.

'One major change is that we've had to leave the jink manoeuvre out, but we've managed to include all of the missions and campaigns that were in the original, as well as a new set of co-pilots.'

I managed to get a good 30 minutes on the game, and to say I was impressed is an understatement of enormous magnitude. Comments such as 'wow!', 'cor!' and 'how did you do that?!' emanated from the desk we huddled round. I must admit to being truly amazed by what the guys at The Kremlin have managed to get out of the Master System.

A game of gulf

The plot's the same as the MD version. You're a hot-shot pilot in the American Air Corp who's out to stop General Kilbaba from invading a wealthy oil-producing country in the Middle East. To defeat the mad General and his tyrannical troops, you have to complete four campaigns consisting of 27 missions. Every time you complete a campaign, you're awarded a password which enables you to re-start on the last campaign reached.

If you're familiar with the original, the first thing that'll hit you about the MS version is the amount of stuff they've crammed in. One worry a lot of people had was that you'd only be able to use two weapons, due to joypad limitations. No fear! You've still got the three weapons to use: guns, Hydras and Hellfire missiles (Hellfires are launched by pressing buttons [1] and [2] simultaneously).

You've got to contend with fuel and armour problems as well as your ammo running low, so it retains that frenetic excitement as you try to combine your missions with the never-ending search for supplies.

Despite all of the above, the overriding detail that struck me was the speed. The action starts off at a blistering pace as the helicopter glides smoothly around the screen; very impressive for the Master System, which usually slows down to a snail's pace when there's a lot going on.

On the gameplay front, it promises to be the toughest version, which is no bad thing since the MD game was a bit easy. No such luck here: MS *Desert Strike* starts hard and stays that way, providing a tough challenge and great value for money.

All geared up

Now, if all this talk of *Desert Strike* is getting any Game Gear owners jealous, keep that green-eyed monster at bay because the handheld version is due out in September. The same date, indeed, which has been set for the MS version.

GG *Desert Strike* is, at time of writing, some way behind the MS version, but I'm assured it'll knock your socks off when it's finished. Remember how good *Prince Of Persia* was? Expect more of the same.

The Kremlin are going from strength to strength and they've some truly stunning releases lined up for later this



Come in number six, your time is up! The gentleman in that dingy's had ten minutes more than he should've!

year — and right through the next.

They're actively involved in recruiting and are pioneering a scheme that links them with one of Britain's top universities to run Degree-level courses for qualifying programmers, designers and musicians. So, if you're leaving school and are interested in joining a premier programming team, this may

MASTER-MINDS!

Here's a run-down of all the games The Kremlin have programmed for the MS:



PRINCE OF PERSIA

A personal favourite of our beloved Deputy Ed and a fantastic MS game. Faultless graphics, smooth animation and brilliant sound FX and tunes, it just oozes gameplay. In my mind, this is their best MS product to date, and the mark we awarded it in SEGA FORCE reflects that: we gave it a whopping 94% in Issue 7

SUPER SPACE INVADERS

This time the lads turned themselves towards an arcade conversion and again came up with the goods! The graphics are good, sounds are good and the playability just too addictive, made doubly so by the inclusion of a two-player mode.Everyone in the office liked this one and it scored a mightily impressive 87% in **SEGA FORCE!**



TRIVIAL PURSUIT

Again proving their versatility, they attempted to convert the yuppies' favourite board game to the MS. How did they fare? Very well (honest, they don't bribe us, these games are genuinely good!). They captured the fun of the board game perfectly.

JAMES POND

007 gets the Kremlin touch as Britain's favourite spy gets his own platform game. Boasting silky-smooth animation and big, bright graphics, *James Bond* looks good and plays like a dream.

It's platform action at it's best and we all agreed it should get a high mark. How's 84% grab ya!? That means the first four Kremlin MS games all scored over 80%! Now that's good going.



PIT FIGHTER

Oh dear, how sad, never mind. No matter how many good games you produce, you're always gonna have a bad egg in the bunch, and this is The Kremlin's.

The fighters are horrendously small, the action's boring and the whole game could be completed on Hard level using one move! Having said that, the graphics between games are stunning and the end-of-game sequence includes digitised pics of the programmers.

We didn't review this one but I don't think it would've climbed much above 40%. Better luck next time lads!

As in the 16-bit version, Desert Strike on the Master System has a variety of missions to undertake. If you're handy with a chopper this could be the game for you!

be your ticket into the industry, and stardom!

The Kremlin are also expanding their status worldwide. They already have an office in San Mateo, California, and are to open one in France shortly. **Russell Ferrier**, The Kremlin's General Manager, is confident the team are going to be a leading force in the Sega console games market:

'We've got some great stuff lined up for all the Sega systems,' chirped Mr Ferrier. If it's anything like their current crop of games, us MS owners should be in for a very merry Christmas and a gamingly good New Year.

And thus ends my trip to The Kremlin — I never knew Moscow was only a couple of hours down the M40! With big ideas for the future, they're certainly **the** team to watch for in the coming months...



Your attack helicopter is armed with Hellfire missiles and cannon. Running low on ammo or fuel means a quick trip to the safety of a nearby landing zone



It looks like this drongo from down-under is gonna be your co-pilot for the day. Choose your partner carefully for their particular combat skills.

RARIN' TO GO! DOMARK®

Domark have tied up a sponsorship deal with Formula-3 driver Christian Horner and Team Lotus. Why have they sponsored a racing car driver you ask? The first and foremost reason is that Christian is one of this country's top new talents and is tipped to go all the way up the ladder to Formula-1. Obviously to get into the top flight of motor-racing you need money and sponsorship is the most effective and productive means of raising the capital. Domark can now rightly boast that they are helping to promote Christian's career while enjoying the many benefits of corporate sponsorship.

The second reason is that their sponsorship of a racing driver ties in very nicely with a top-secret game due out shortly for the Mega Drive. As we went to press there wasn't much info available to us. What we do know is that it's an F-1 racing game with silky smooth vector graphics and unbelievably fast gameplay, leaving certain hedgehogs in the slow lane! It's only coming out on the MD at the moment, but you never know it could surface on the MS at a latter date. If you own an MD as well as a good old MS keep your eyes peeled over the next few months.

Christian Horner and Domark join forces for high speed thrills.

FROM PUTNEY WITH LOVE!

Fancy all five Kremlin MS games and a Domark T-shirt? Okay, step right up folks 'cos we've joined forces with Putney's finest to bring you an EXCLUSIVE compo. Cor!

If you can't wait for *Desert Strike* to emerge but just have to get your hands on *something* by **The Kremlin**, despair ye not. For SEGA MASTER FORCE has teamed up with Putney's premier programming team for a stunning competition to give one lucky reader all FIVE **Kremlin** games on the MS! Not only that, ten runners-up receive a sexy **Domark** T-shirt with which to impress their mates, fiance, pet rabbit etc.

So what have you got to do to win these fab prizes? Simply read the feature on **The Kremlin** and answer the three questions below:

1. **How many full time staff do The Kremlin currently employ?**

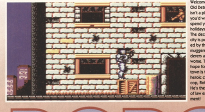
2. **What previous Kremlin game haven't we reviewed?**

3. **Which Kremlin game got the highest review in SEGA FORCE?**

Answers on a postcard, please (or a sealed-down envelope, if you want to be boring), to **Kremlin Compo, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW**. Entries must reach us later than **30 July**. And let us know if you do not wish to receive mailings from other companies.

Preview

The future of law enforcement is back! After the success of the RoboCop and RoboCop 2 movies, the cyborg lawman returns again in the imaginatively-titled RoboCop 3. This time, however, he's on the other side of the law. Mat Yeo filed a report.



Welcome to Old Detroit. This isn't a place you'd want to spend your holidays in! The decaying city is populated by thelves, muggers, murderers and worse. The only hope for the town is their heroic cyborg cop, RoboCop. He's the future of law enforcement!



In the future, America's riddled with corruption and crime. Violent gangs roam the streets, petty thugs are armed with powerful firearms and a felony takes place every two seconds. The police force is inadequate to cope with so much crime. Its officers are stretched to the limits and on the verge of strike action.

The most violent city in the United States is Detroit. The crumbling tower blocks and filthy streets are home to the most hideous scum in the country.

Local government has been made almost redundant by the appearance of the multi-million dollar corporation, OCP. The Omni Consumer Corporation has a long-term plan to wipe Old Detroit from the face of the Earth and replace it with a dream: the shining chrome and steel of Delta City.

OCP will let nothing and no one stand in its way!

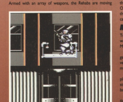
Uphold the law

Enter RoboCop. Once a brilliant police officer, Alex Murphy was shot and left to die by a group of vile criminals who maimed him for their own amusement. OCP took what was left of Murphy and used the latest surgery and cybernetic techniques to turn him into metallic peace officer, dubbed RoboCop by the media.

Originally programmed with three prime directives ('Serve the public trust... protect the innocent... uphold the law'), RoboCop's now been given free reign by the police department to serve justice to the guilty.

In *RoboCop 3*, he finds himself protecting the city from the very company that created him. OCP is sending teams of 'Rehab Officers' into the slum areas of the city, whose mission is to clear the town of 'undesirables'.

In their eyes, this includes anyone who isn't rich and doesn't deserve to live in the utopia they're going to create. Armed with an array of weapons, the Rehabs are moving through the slums, demolishing buildings, evicting civilians and shooting those who resist.



Crouched and ready for action, Robocop prepares to deal out justice to unsuspecting criminals. Take charge of Robocop and guide him through challenging levels.

Cop versus OCP

The actions of the Rehabs don't go unnoticed and soon an underground resistance movement starts up. The rebels deal many a blow to OCP but they're too few in number to have a major effect.

Though he's employed by OCP, RoboCop cannot sit idly by as poor families are evicted from their homes by a powerful corporation. Turning against his makers, he takes to the streets and joins the rebels in their fight for freedom. When the bulldozers appear, he's there to stop them!

RoboCop has his hands full as he faces legions of Rehab Officers, tanks and heavy artillery. He also goes head-to-head with his old nemesis, the malfunctioning mechanoid, ED-209.

As if things weren't bad enough, the Japanese corporation that owns OCP has constructed a deadly cyborg killer: OTOMO. RoboCop's in for the struggle of his cyborg life, but there's a city to save and only the future of law enforcement can do it!

Acclaim's game

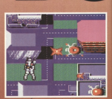
To tie in with the predicted success of the movie, top software house **Acclaim** have secured the rights to produce a Master System game.

Responsible for such hits as *Alien 3*, *Terminator 2* and other games with numbers tagged on their title, **Acclaim** have converted the classic **Data East** *RoboCop* coin-op to the 8-bit machine, moulding the levels to mirror the new movie's plot.

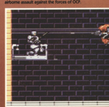
RoboCop 3's a side-scrolling platform adventure where the player takes the lead role of the heroic policeman with the steel long-johns. RoboCop searches numerous levels, blasting bad guys as he goes.

His prime directive is simply to reach the end of each section intact. Along the way, splatterpunks, crazed droids and flying ninja robots are encountered.

RoboCop stomps steadily from left to right, crouching to avoid enemy fire. Press button [2] and he leaps high in the air — useful for jumping over opponents when energy needs to be preserved.



Later stages of the game take place high above Old Detroit. Using his new jetpack, RoboCop launches and airborne assault against the forces of OCP.



RoboCop faces many deadly enemies in his fight for justice. This Ninja Robot is a Japanese hoverdroid armed with twin laser cannons and blinding speed. Nasty!



Twenty seconds to comply! In fact you've only got ten seconds to continue but are you gonna argue with him?

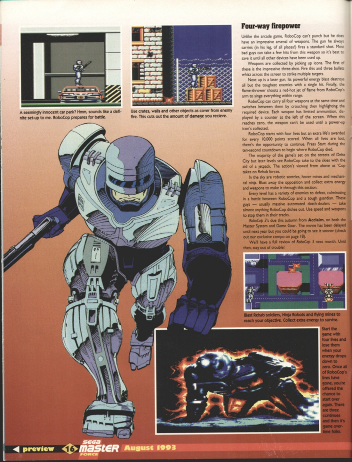
Your mission in RoboCop 3 is to stop OCP and its Rehab officers from evicting innocent families.

The evil samurai droid, OTOMMO, gives Old Detroit's finest something to worry about.

With the help of a young kid, who's a scientific genius, RoboCop gets extra back-up from ED-209.

Although the early stages are set on the street level, later sections of the game take RoboCop high up onto the cities rooftops. The sky is blue, the birds are singing and all the criminals have automatic weapons! Careful shooting is needed here.

No, that's not part of RoboCop's anatomy hanging on those chains! Stand underneath the wrecking balls and you're left with the thinnest cop on the force. Time your movements carefully to avoid the pancake treatment.



A seemingly innocent car park? Hmm, sounds like a definite set-up to me. RoboCop prepares for battle.

Use crates, walls and other objects as cover from enemy fire. This cuts out the amount of damage you recieve.

Four-way firepower

Unlike the arcade game, RoboCop can't punch but he does have an impressive arsenal of weapons. The gun he always carries (in his leg, of all places!) fires a standard shot. Most bad guys can take a few hits from this weapon so it's best to save it until all other devices have been used up.

Weapons are collected by picking up icons. The first of these is the impressive three-shot. Fire this and three bullets whizz across the screen to strike multiple targets.

Next up is a laser gun. Its powerful energy blast destroys all but the toughest enemies with a single hit. Finally, the flame-thrower shoots a red-hot jet of flame from RoboCop's arm to singe everything within range.

RoboCop can carry all four weapons at the same time and switches between them by crouching then highlighting the required device. Each weapon has limited ammunition, displayed by a counter at the left of the screen. When this reaches zero, the weapon can't be used until a power-up icon's collected.

RoboCop starts with four lives but an extra life's awarded for every 10,000 points scored. When all lives are lost, there's the opportunity to continue. Press Start during the ten-second countdown to begin where RoboCop died.

The majority of the game's set on the streets of Delta City but later levels see RoboCop take to the skies with the aid of a jetpack. The action's viewed from above as 'Cop takes on Rehab forces.

In the sky are robotic sentries, hover mines and mechanical ninja. Blast away the opposition and collect extra energy and weapons to make it through this section.

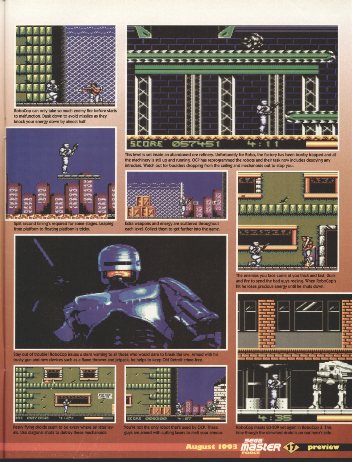
Every level has a variety of enemies to defeat, culminating in a battle between RoboCop and a tough guardian. These guys — usually massive automated death-dealers — take almost anything RoboCop dishes out. Use speed and weapons to stop them in their tracks.

RoboCop 3's due this autumn from **Acclaim**, on both the Master System and Game Gear. The movie has been delayed until next year but you could be going to see it sooner (check out our exclusive compo on page 18).

We'll have a full review of *RoboCop 3* next month. Until then, stay out of trouble!

Blast Rehab soldiers, Ninja Robots and flying mines to reach your objective. Collect extra energy to survive.

Start the game with four lives and lose them when your energy drops down to zero. Once all of RoboCop's lives have gone, you're offered the chance to start over again. There are three continues and then it's game over-time folks.



RoboCop can only take so much enemy fire before starts to malfunction. Dusk down to avoid missiles as they knock your energy down by almost half.

This level is set inside an abandoned ore refinery. Unfortunetly for Robo, the factory has been booby trapped and all the machinery is still up and running. OCP has reprogrammed the robots and their task now includes desoying any intruders. Watch out for boulders dropping from the ceiling and mechanoids out to stop you.

Split second timing's required for some stages. Leaping from platform to floating platform is tricky.

Extra weapons and energy are scattered throughout each level. Collect them to get further into the game.

The enemies you face come at you thick and fast. Duck and fire to send the bad guys reeling. When RoboCop's hit he loses precious energy until he shuts down.

Stay out of trouble! RoboCop issues a stern warning to all those who would dare to break the law. Armed with his trusty gun and new devices such as a flame thrower and jetpack, he helps to keep Old Detroit crime-free.

Pesky flying droids seem to be every where on later levels. Use diagonal shots to detroy these mechanoids.

You're not the only robot that's used by OCP. These guys are armed with cutting lasers to melt your armour.

RoboCop meets ED-209 yet again in RoboCop 3. This time though the dimwited droid is on our hero's side.



ROBOCOP FREE!

TAKE TEN MATES TO SEE ROBOCOP 3 — FOR FREE!

Win! Win!

What's all this, then? *RoboCop 3*'s barely finished filming, has it? It's actually been ready for some time, but the producers, **Orion**, ran into financial difficulties. Thanks to their new owners, **Columbia Pictures**, it should see the light of day (or dark of movie theatres!) next year.

Which is when the fruits of this very comp shall be reaped. So sure are **Acclaim** that the movie — and their *RoboCop 3* game — are going to be smasheroonie hits, they're offering two of our readers the chance to see the new film at an exclusive preview, courtesy of those luvverly peeps at **Columbia Tri-Star**.

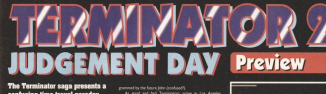
Come the day, early in '94, two winners will be able to bring ten of their mates to a specially-arranged screening of *RoboCop 3*. Featuring the planet's favourite law enforcement robot, the third instalment of the gritty, thrill-a-minute sci-fi saga has all the hallmarks of a classic.

What painful torture do you have to endure before we let this excellent prize slip through our grubby mitts? It couldn't be simpler! Just answer this easy question...

Name the actor who played RoboCop in the first two films

Send your answers on a postcard or sealed-down envelope to **COP THIS MATEY, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW**. As the movie has a 15 certificate, you must state that you're over 15 years of age on your competition entry, which must reach us no later than **30 July, 1993**.

The winners will be invited to attend a cinema in their area and will be notified well in advance (so they can illicit as many bribes as possible before the event!). Good luck! And let us know if you don't want to receive mailings from other companies.



TERMINATOR 2 JUDGEMENT DAY

Preview

The Terminator saga presents a confusing time-travel paradox — only the Back To The Future trilogy cat's cradle prompts more head-scratching. Paul 'let them eat lead' Wooding blows doubt away with a pump-action shotgun.

On the 29th of August, 1997, the unthinkable happened (Villa won the FA Cup! —Ed). A nuclear missile launched by the rogue Skynet computer system started World War III.

Approximately 74% of the Earth's population was destroyed. The remaining humans became targets for Skynet's ground troops: the Terminators. These killing machines were programmed to infiltrate the humans' hideouts and wipe out mankind.

They would've succeeded had it not been for John Conner and his band of merry men, who organised a resistance movement to fight off these metallic menaces.

The struggle continues

Many battles passed and Connor's gang were on the verge of victory. In desperation, Skynet sent two Terminators back in time. The first was assigned to terminate John Connor's mother, Sarah, in 1984. It failed, thanks to the resistance sending back a crack soldier, Kyle Reese, who defended Sarah and fathered John (don't ask!).

Skynet then sent a prototype T-1000 Terminator to kill the 10-year-old John Connor in 1992. Once again, the resistance sent a guardian into the past, this time a T-800 programmed by the future John (confused!).

As good and bad Terminators arrive in Los Angeles, **Acclaim** take over and give Master System and Game Gear owners the chance to save the world.

You take control of Arnie in T-800 form and must fulfil every single task that's asked of you, from the moment you arrive in LA until you chuck yourself into the steel furnace!

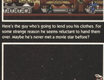
Mad, bad and dangerous

Your first task is to beat up a gang of bikers and get yourself a set of wheels. Then you've got to locate John Connor before the T-1000 offs him and free Sarah from the local loony bin.

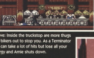
Sarah helps you locate the Cyberdyne building (where Skynet technology will be developed in the future) and blow it up! Then it's off to the steel mill in the final nail-biting, foot-chomping confrontation with the liquid-metal T-1000 Terminator.

The **Sega** versions feature fast scrolling action and four different game types. Throughout the game, an on-line read-out gives helpful information and clues.

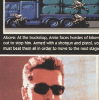
Acclaim hope to have *Terminator 2* on the shelves this autumn. Yet another big licence game's converted to an 8-bit machine… who says Master Systems are dead?



Here's the guy who's going to lend you his clothes. For some strange reason he seems reluctant to hand them over. Maybe he's never met a movie star before?



Above: Inside the truckstop are more thugs and bikers out to stop you. As a Terminator you can take a lot of hits but lose all your energy and Arnie shuts down.



Above: At the truckstop, Arnie faces hordes of bikers all out to stop him. Armed with a shotgun and pistol, you must beat them all in order to move to the next stage.



As the Terminator, you travel back to the year 1984. Your mission is to save the life of John Connor. This young boy will eventually become the leader of the human resistance against future killing machines. You arrive at a busy truckstop and have to find clothes, weaponry and transport.



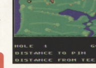
SEGA SIZZL

If you're a Master System owner, expect a scorching summer. Sega are about to release some of their hottest 8-bit titles yet. There's something for everyone. Brace yourselves for the full SEGA MASTER FORCE lowdown on these future chart toppers!

Previews

MS Golf

Golf sims are few and far between — so **Sega** are rectifying the problem with their latest club swinger, imaginatively titled *MS Golf*. It promises to be the best club 'n' tee game on the MS to date. Judging by what we've seen, it could give a few MD games a run for their money.



All the usual golfing hazards are included — bunkers, water, sloping greens, wind etc — and it makes a welcome change to see good graphics on a golf game. Courses actually look like they've got turf on 'em, not green paint!

All the clubs are there, from the fattest wood to the slimmest iron (but then again, so are all the hazards!), and you can take part in various tournaments on different courses. Check out the all-new SEGA MASTER FORCE for a full review.

The Flash MS

Based on the cult **DC** comic, **The Flash** is the latest in a long line of superheroes to be converted to the MS. In this platform adventure, you guide Flashy through the streets and parks of Central City as you battle The Trickster and The Trachmann's henchmen, who've been ordered to stop The Flash — for good!

Flash performs some flashy moves! He runs at Sonic-like speeds, making wall-climbing and water-walking a doddle. He can even transform into a whirlwind, which makes mince-meat of anything in its tracks. With

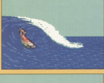


California Games 2 MS

The original *California Games* was a gem when it arrived on the **Sega** systems a few years ago. The trendy image of American beach life appealed to most console owners but the events look a bit dated compared with today's trends. Now **Sega** have the follow-up, complete with four dangerous and impressive sports.

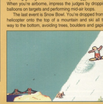
Skateboarding was featured in the first *Games* but here you skate down a full- and half-pipe track, performing ollies, handplants and all-new 360° loops. Then you've got bodyboarding — that's heading into three-storey waves, trying to perform crowd-impressing stunts like barrels, rolls and off-the-lip jumps.

If you still haven't satisfied your desire for danger,



try hang-gliding from California's craggy coastline. When you're airborne, impress the judges by dropping balloons on targets and performing mid-air loops.

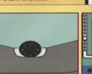
The last event is Snow Bowl. You're dropped from a helicopter onto the top of a mountain and ski all the way to the bottom, avoiding trees, boulders and gaping



chasms! The fun doesn't stop there: once down you enter the Snow Bowl, a sort of half-pipe made of snow.

For more wacky sports antics, check out SEGA MASTER FORCE for the full review!







ERS

the whole city on the side of The Trickster, your only chance of survival is to sharpen up these skills.

The Flash should be ready for review next month.

GP Rider MS

If you MS owners were wondering if you'd ever get a decent two-player motor bike game, the wait could be over. *GP Rider* is set to roar onto the 8-bit and give speed-freaks something to shout about!

You and a friend take control of a super-powered bike and race around up to 15 internationally-famous circuits, aiming to become World Champion and all-round good egg.

To win this elusive title, you've got to make the right decisions on *and* off the track. Gone are the days of simply keeping your finger on the accelerator and negotiating corners, now you've got to customise the bike to suit your driving style.

GP Rider boasts three playing modes and fast-paced two-player action. Keep your eyes peeled in MASTER FORCE for the full review!

Below: Customised fast bikes are the order of the day in GP Rider.There's plenty of split screen action for all those MS owners jealous of the cool MD Road Rash 2.

Above: Not happy with the bike you've got? Then bolt your own suped-up version together. Use the best tyres and engine for maximum revs!

BATMAN

In the comics, his costume's about to be updated with golden armour bands, but here Batman sports his familiar dark costume. And not before time: there's something fishy going on and only he suspects the truth.

Christmas is usually the time of year when families spend time with their loved ones. Happiness fills the air, as do the snowflakes of winter.

But in Gotham City, certain individuals who are out to ruin the festive period. A seemingly friendly group of entertainers, the Red Triangle Circus gang, have arrived in the city. While performing tricks and stunts to smiling audiences, they're also carrying out criminal activities for a bizarre sewer-dwelling creature known as The Penguin.

Abandoned by his wealthy parents as a baby, the hideously-deformed Penguin was forced to live in the sewers. Now the time is right for him to emerge and wreak revenge on Gotham's rich.

By saving the Mayor's child, he becomes a hero. The city is consumed by Penguin-mania as they take the half bird-man to their hearts.

Hear me roar!

But one man doubts the words and deeds of the sewer man. Batman has sworn to protect Gotham and soon realises the activities of the Red Triangle gang and the appearance of The Penguin are somehow connected.

Search for the evil-doers, Batman soon finds himself wanted by the police for a murder he didn't commit. The Dark Knight knows The Penguin and his associate, the mysterious Catwoman, are responsible but he has his work cut out bringing them to justice.

Batman Returns is a one-player platform game where you take control of the masked one himself. Trek through five challenging stages, battling bad guys as you go, and stop The Penguin in his tracks.

At the start of each stage you've the option of travelling one of two different routes. One route is usually easier than the other but only practice and perseverance reveals the safest path.

Running 'Rangs around them

The side-scrolling levels are negotiated in a variety of ways. The joypad moves Batman left or right and pressing Down makes him duck. However, walking is rarely the safest option.

Platforms and objects are ideal places to fix your grappling hook, which doubles as a weapon. Stand underneath a sturdy object and press Up and button [2]. The grappling hook shoots out and sticks to it. Press Up and Batman climbs the rope; press Left and Right to swing.

Batman's also armed with his trusty Batarang. This razor-sharp weapon is thrown at villains with deadly results!

As Batman makes his way through each section, special items are found. These include extra speed, lives and an icon to increase the strength and distance of your Batarang. Start the game with three lives but increase them when you can.

Batman Returns features unlimited continues so once a stage is completed, you start from there when you lose all your lives. Even with all this help, Batman's in for a tough time! MF

The action switches to a department store where all manner of traps await our hero. The most lethal of these are the chandeliers which fall from the ceiling and set fire to the whole floor! You've got to move pretty quickly else it's one life gone already. The good news is there are loads of pick-ups to find and continues to use.

The baddy on the upper level has a nasty habit of dropping bombs on any superhero who happens to be passing underneath! So take care when you get near him.

A classic Batman pose, with cape unfurled you can glide when you're in the air. this means that you have a longer time in the air helping you jumpto reach new platforms.

She flies through the air with the greatest of ease! The leather clad Catwoman waits for you at the end of Stage 2. She jumps through the air until you ground her with your grappling hook. She cartwheels toward you unless you hit her with a Batarang.



Oi, get down from there, you might fall and hurt yourself — not to mention putting a huge dent in the pavement! Somehow, though, we don't think Batman's going to be giving safety lessons, especially since that bloke on the lamp post has explosives strapped around his waist!

RETURNS

That truck may look pretty but it's blocking Batman's way. There's only one thing for it — a good old dose of the Batarang! When you've blown the truck up, you can exit the first part of the level and progress further into the game. The next level sees you battling through a department store, then the sewers.

Tim submits... 'UNORIGINAL'

It's definitely not cricket! Batman has returned and he's going to have it out with Catwoman, the lucky so-and-so. I'm just off to p-p-p-pick up a Penguin, then I'll tell you what I thought of this Gothic cart…

…It was okay but nothing stunning, I'm afraid. The animation's crisp, backdrops are cool, but the sound is a limp lettuce. The main tune's weak and effects are sparse — the Master System can do a lot better.

Climbing onto platforms is a bit of a problem at first but gameplay isn't too bad, although I believe the difficulty was upped to make up for mediocre gameplay. Unfortunately this makes *Batman Returns* more of a frustration than a challenge.

Overall, not disastrous but far from brilliant. Sega should have concentrated more on the sound quality and entertainment value.

TIM 62%

This level is possibly the toughest in the whole game. You have to make your way across a seemingly infinite series of platforms, stopping only to catch a ride on a barrel, which you find floasting down a waterfall. If you make even one mistake, you either plummet to your doom or fall onto the water-sodden floor, where you have to start the level all over again! But don't despair 'cos The Penguin is at the end of this level so keep battling, Batty.

PICK 'EM UP

Fire Breather:
Bad breath uses three different attacks, making it difficult to predict what's coming next.

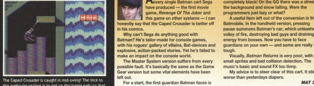
Rock Giant:
Here's a toughy! This giant throws four huge bolders at you, all at varying heights.

Catwoman:
To defeat this feline foe, knock her out of the air with your grapple hook then Batarang her.

The Penguin.
The last guardian — and he's well hard! You have to defeat him on three occasions before he succumbs.

You're up against Level 1's guardian. The flame he breathes out of his mouth is easy enough to avoid, but just wait until a carpet of fire comes searing toward you! You have to time your jump to perfection or else it engulfs you in flames and toasts you!

You have to be spot on with your jumping if you're going to make it across the waterfall. If you miss a barrel, try using your grappling hook to stop yourself from falling.



The Caped Crusader is caught in mid-swing! The trick to this particular section is to get on the barrel early so that you can jump across onto the top of that platform.

Mat flaps... *'A POOR PLATFORM EFFORT'*

After reviewing the efforts of every single Batman cart Sega have produced — the first movie game, *Revenge Of The Joker* and this game on other systems — I can honestly say that the Caped Crusader is better off in his comics.

Why can't Sega do anything good with Batman? He's tailor-made for console games, with his rogues' gallery of villains, Bat-devices and explosive, action-packed stories. Yet he's failed to make an impact on the console world.

The Master System version suffers from every possible fault. It's basically the same as the Game Gear version but some vital elements have been left out.

For a start, the first guardian Batman faces is the only thing on the screen — the background's completely black! On the GG there was a street in the background and snow falling. Were the programmers just lazy or what?

A useful item left out of the conversion is the Batmobile. In the handheld version, pressing pause summons Batman's car, which unleashes a volley of fire, destroying bad guys and draining energy from bosses. Now you have to face guardians on your own — and some are really tough.

Visually, *Batman Returns* is very poor, with small sprites and bad collision detection. The music's basic and sound FX too tinny.

My advice is to steer clear of this cart. It stinks worse than yesterdays diapers.

MAT 36%



Here he is, Gotham's favourite superhero! He's really up against it this time. The Penguin has turned the city against him, giving poor old Batman only one option — to take on the birdman and his henchmen on his own!

Pauls whispers... 'SINISTER'

As Jimmy Tarbuck used to say, 'We have a difference of opinion here.' Mat isn't too keen at all while I agree with Timmy: *Batman Returns* is good except for the fact it's too hard! I mean, you lose a life when Batman gets punched or hit by an enemy's weapon. Not exactly the stuff superheroes are made of, is it? If it wasn't for this single flaw, we'd have a great game on our hands.

The graphics are very good, especially Batman himself, and backgrounds are suitably sinister. The gameplay's generally very good; levels are packed full of fiendish puzzles which require skilful use of the grappling hook and Batarang. The trouble is, after all the hard work, a bad guy pops up from nowhere and gives you a clout around the head. Bye-bye, one life!

Sega had the potential for a great game but yet again they've wasted it. A definite try before you buy. **PAUL 64%**

After battling through the whole game, you come face to face with your arch enemy, The Penguin! The duck he's in can only be destroyed by a Batarang in the eye.

It's that nasty piece of work, Catwoman! Use your grappling hook to bring her down to earth.

Where oh where has the scenery gone? Sometimes everything goes black.

MF Rating

Batman Returns

42	Graphics
29	Sound
36	Playability
58	Lastability

Batman's latest could have been something special. Instead it's a below average platform romp

Sega
£29.99

54

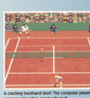
Out: Now
☎ Sega 071 373 3000

Watch the birdie! In this amusing scene from the movie, the kinky Catwoman and pervy Penguin squabble over an innocent pet.

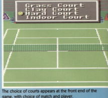
Danger lurks around every corner on the streets of Gotham City.

Sport Sim

It's time for school boys everywhere to polish up their canvas-dragging skills! Wimbledon's here and that can only mean one thing: it's gonna rain like in Noah's day! While the ball boys are getting the court covers into position, smugly plug in this cart...



A cracking backhand shot! The computer player prepares himself to receive the ball.



The choice of courts appears at the front end of the game, with choice of match and player.

ANDRÉ AGASSI

We've stuffed our faces with strawberries and cream, we've guzzled pints of barley water and put on silly shorts. Yes, you've guessed it, we're raising a racquet and drinking deuce with tennis's cheekiest player, André Agassi. You too can step in the sweaty sneakers of the pot-belly player (you've seen him return that shot in the ad, haven't you?), the long-haired lobber himself.

The options are comprehensive. First choose a one or two-player game — you and a chum can even be a doubles team and thrash the computer duo!

Your computer identity is selected from eight players: Agassi, Ball, Matt (it's a lie! —M Yeo), King, Nova, Ark, Chin (Jimmy Hill as a youth? —Ed) and Pepper. Each have their own individual skills and a music theme to rock them onto the court!

Court in the act

There are four courts to choose from (three standard and one American indoor) and five modes of play. Practice match and the ball machine are useful for familiarising yourself with the hooks and slices, serves and returns of tennis.

Greedy gamers should go for a 'Skins' match or tournament. A concept borrowed from golf games, cash is laid on the line for volleys and matches. Return those balls or the bank manager will break yours!

The full tournament consists of three rounds and a final. But unless you master the many different moves, including slamming, overhead returns and searing slices, you'll be lucky if you reach the third set of the first match, let alone your first tennis championship final!

Do you think you can hack the pace? If so, slip on your silly shorts, grab your racquet and have a smashing time. MF

Fancy a game on a grass court? The graphics in *André Agassi Tennis* are crisp and colourful. It's a shame the control system lets the game down.

Tim groans... 'A PAIN'

I'm not a tennis freak but, oh dear, I didn't know playing against André Agassi could be so frustrating. I spent ages fumbling over the controls! As I'm sure you're aware, the way players move and hit the ball's an incredibly important aspect of a tennis sim.

André Agassi Tennis is a difficult game, but it's more irksome than challenging. The computer players are absolutely impossible to beat! Like Paul says, if you don't want the pressure, grab a mate and go for a two-player game until you've mastered how close to the ball your player needs to be to hit it.

I can't fault the graphics — they're colourful and incredibly well detailed. The animation is brilliant, the best I've seen for a tennis game. They move a little too fast for my liking and this goes back to the control system and how you position your player to receive the ball. The sound's not up to much, there are a few twee theme tunes and hardly any spot FX.

I was really looking forward to *Agassi Tennis* because TecMagik's other sports game, *Champions Of Europe*, has a high playability factor. TecMagik certainly had the makings of a good tennis sim. There are enough options and the graphics are well smart. But at the end of the day, if you don't get that sense of challenge, that feeling of overall control, it's best to leave the game alone.

TIM 63%

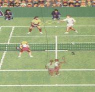


Reach for that ball! Looks like your opponent served an Ace! A bit of practice and you'll be serving the same!



The action's hotting up near the net. Let's hope you chose a player with great skill and speed.





Here you see some of the animation in action. The sprites move really well. Once you're used to the speed of the players, the game's more user-friendly.



A game of doubles on the hard court. Here you're the player bottom-left. Your computer player hits the ball.

Paul says... 'QUITE A GOOD-LOOKING TENNIS SIM'

Tim's not a tennis nut, but *I* rather enjoy the grunting and groaning that goes on at Wimbledon. When it comes to playing, I'm not much cop. So can *André Agassi Tennis* attract a novice such a myself?

Well, it depends. If you're willing to stick with it, you'll be fine, otherwise you'll fling the joypad down in frustration. The only problem I can foresee — and it's a pretty big one — is the control and positioning of the players. This takes as lot of practice. In my opinion, the players move a little too fast and positioning them when the ball flies over the net's a little tricky.

Try to play with a friend. A two-player match is easier to handle than playing against the computer. When you're new to the game, the computer nearly always wins! Compete against the Master System when you're sure you've got the positioning and shots off pat.

Graphics-wise, I can't fault *Agassi Tennis*. The courts are crisp and well detailed. Sprite animation's great for a Master System. There are a good selection of players, too, each with their own strengths and weaknesses. You'll have to discover which player best suits your style of play.

Sound is a bit weak. There's an above average theme on the title tune and small ditties at the end of each set and match. A fair tennis sim, let down by the speed and control of players. **PAUL 67%**

The man himself! André had a lot of input during the game's development. His nephew adores the sim!

This is the clay court. The bounce and speed of the ball depends on the playing surface you choose.

Sadly, the umpire doesn't shout out the score in the Master System version.

The ball was out! You cannot be serious, man! Budding tennis stars battle it out on court three.

Play a game of doubles when you're feeling brave. Take part in a tournament or exhibition match.

MF Rating

André Agassi Tennis

78	Graphics
42	Sound
61	Playability
51	Lastability

Not a total disaster. A nice looking tennis sim, spoilt only by the dodgy controls. They need mastering.

67

TecMagik
£TBA

Out: July/August
☎ 071 243 2878

First we got their burgers, then they gave us game shows, and now the stars of American road safety commercials remind us to belt up whenever we get in a car. Whatever happened to our very own Jimmy Saville, and his 'Clunk-click, every trip'?



There's piles of cash to made in *The Incredible Crash Dummies*! Take Slick and Spin for a one-way ride.









THE INCREDIBLE CRASH

Slick and Spin are Crash Dummies with no money and nervous tension! They'd like to take a long, relaxing holiday in the Caribbean but their bank manager won't let them, so the only way they can raise the readies is to do odd jobs.

Their first job is stunt work for a new movie. The plot dictates that a character falls from a building, tearing through canopies and swinging from flag poles until he crashes to the ground. A tad too dangerous for a human being, don't you agree?

So did the producers, so they employed the Crash Dummies — after all, they're designed to come apart! Every time they perform a stunt, they earn money. Gather enough cash and they move onto the next job...

Snow job for a Dummy

...Which involves a car, an air bag and a big brick wall! The Dummies test drive the car around a course, collecting air cannisters (they've got a leaky bag!) and avoiding obstacles. Bonuses include cash and extra lives.

If the Crash Dummies smash into the wall with a plumped airbag, they collect the dosh — after they've put their heads back on!

Off to the piste for a spot of skiing next. A new ski run has to be tested before it's opened to the public, and the Dummies must hit a minimum of 15 slalom flags while avoiding trees and rocks. For extra money, they can smash through snowmen and perform stunts.

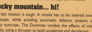
Another job awaits at the local bomb factory, where an arsonist lights some of the bombs' fuses before they reach the end of the assembly lines, and he's throwing down Crash Dummy parts! The real Dummies have to blow out lit bombs and smash Dummy parts. It sounds simple, but when there are three belts full of bombs and parts, it's hectic.

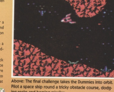
Rocky mountain... hi!

The last mission is tough. A missile has to be steered over a landscape, while avoiding automatic defence systems and rocky outcrops. The Dummies combat the effects of moon gravity, using a thruster to both accelerate and decelerate.

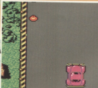
Survive long enough and they find a crash pad. To earn a perfect score, the missile has to crash, nose down, in the middle of the target.

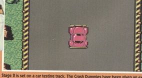
If the Crash Dummies survive these jobs, they go back and start all over again, but face tighter time limits and more obstacles. They've got to keep going if they want that holiday in the sun, so get crashing! MF





Above: The final challenge takes the Dummies into orbit. Pilot a space ship round a tricky obstacle course, dodging rocks and homing missiles.





Stage 2 is set on a car testing track. The Crash Dummies have been given an experimental car to drive and put it through its paces to earn money. Collect air bags as you go so that your final crash won't be such a disaster.



Acclaim present The Incredible Crash Dummies! The two plastic heads are out to make a name for themselves and loads of dosh in the process. They have five tasks to complete, including smashing a test car, diving from a burning building and packing bombs. Step aside, Lee Majors!

You've gotta get a head in this business somehow! With fly-away body parts and empty heads, the Crash Dummies are well suited to a life of bangs and smashes.

Left: Slick and Spin must pack a certain number of bombs into crates. Move between the three conveyor belts and blow out lit fuses or smash body parts with a hammer. If the conveyor belts get jammed, prepare for a big bang!

Ground control to Slick. Do you read us? It might be a one-way trip if you don't use your rocket thrusters correctly, pal!

If the car is fitted with full air bags, the Crash Dummies will make it through to the next round with more money.

Get outta there! Crash Dummies might be made of tough stuff but they sure ain't bomb-proof.

Ready for blast-off? If you've ever fancied yourself as an astronaut, this is your chance to count down then into space. Fly like a maniac and land in as few pieces as possible, smack-bang in the middle of a target.

Mat booms... *'AN ABSOLUTE CORKER!'*

Acclaim's Incredible Crash Dummies smashes onto the Master System and it's an absolute corker! You should all be aware of the antics of those wacky Dummies by now. Their stunts are really popular in America and Britain could be struck down with a Crash Dummies epidemic, too.

Acclaim have pulled out all the stops. They could've gone for a straightforward platform game but opted for a fun-packed romp guaranteed to bring a smile to anyone's face. Sometimes it's better to let the wacky Dummies fail and watch them literally go to pieces!

Although there are only five levels to tackle, there's enough to keep any MS owner happy for a few weeks, at least. Don't you be a dummy, check out this neat game. **MAT 90%**



Above: The test track is littered with many dangerous objects that may slow down your car. These include road cones, ramps, holes in the road and oil patches. Dodge the lot and aim for the large target at the end.

It's snow fun being a Crash Dummy! Stage 3 of the game takes place on a slippery slope. Ski from side to side, dodging obstacles and hitting as many red flags as possible. Reach the finishing line in one piece.

Don't you be a dummy, buckle your safety belt! The Incredible Crash Dummies offer some sound advice to all the driver's of the world. Buckle up folks.

Paul blurts... *'LOADS OF FUN'*

The idea of creating a game from various sub-games isn't new, but this is the first time it's worked on the MS. We all know how bad *California Games* is but that shouldn't affect our views; *The Incredible Crash Dummies* is a corker!

The gameplay's the same as the GG version but things are easier to see — you can recognise some of the smaller sprites. There's loads more colour splashed around, too.

It's still as tough as the hand-held version, though; make sure your MS joypad is in tip-top condition 'cos the bomb level has sensitive controls — the slightest tap on the D-pad throws your Crash Dummy around the factory!

The one problem is that *Crash Dummies* becomes repetitive. After you've played through each event twice, it takes commitment to play again at the same sitting. But overall, a great game and one you should consider adding to your collection.

PAUL 78%

Complete each stage and you receive a thumbs-up from the Crash Dummies. Try to perform as many stunts as possible within the time limit.

MF Rating
Crash Dummies

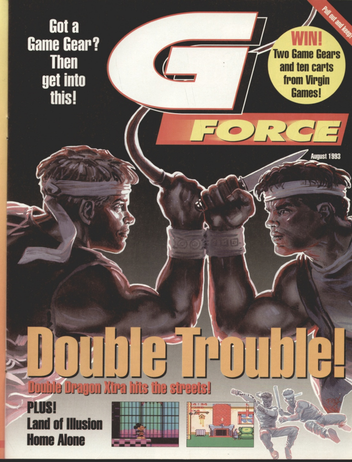
75	Graphics
67	Sound
83	Playability
76	Lastability

One of the better MS games. If the idea appeals to you, give it a go

84

Acclaim
£29.99

Out: June/July
☎ Acclaim 0962 877788


Pull out and keep!
Got a Game Gear? Then get into this!
WIN! Two Game Gears and ten carts from Virgin Games!
G FORCE
August 1993
Double Trouble!
Double Dragon Xtra hits the streets!
PLUS!
Land of Illusion
Home Alone



WIN TWO GREAT SEGA GAME GEARS PLUS TEN CARTS FROM VIRGIN!

Gear here

If there's one thing wrong with going away on a summer holiday, it's that you can't play your favourite Sega games. Lazing about on the beach is great for a while but after a couple of days it's pretty boring. The arcades deplete many a happy holiday-maker's funds long before it's time to go home — and you can't get a decent tan while pumping in the ten pees!

What's needed, then, is a games system that's both portable and cost-efficient… and that's where Virgin Games step in. They were so excited about our all-new G-FORCE section, they immediately offered a couple of handheld Game Gears and ten carts to go with them!

So, how about playing *The Terminator* in Tenerife? *Double Dragon* in Dorset? *Wolfchild* in the West Indies? *Global Gladiators* in Great Yarmouth? Or even *Superman* in Weston-Super-Mare? Sounds like just the job, doesn't it? Just check out the coupon on how to enter…

Here's the deal

To be in with a chance of wining one of these great prizes, simply tell us in 50 words or less where in the world *you'd* like to play a **Sega** Game Gear. It could be at the top of Mount Everest or the bottom of the Black Sea — the two that make us laugh the loudest win. Entries must arrive no later than **July 25**, and please, no Cliff Richard lyrics.

Name……………………………………

Address……………………………………

……………………………………

……………………Post Code……………………

If I had a Sega Game Gear, I'd like to play it:…

……………………………………

……………………………………

……………………………………

……………………………………

Send your coupon (or a photocopy) to: **Sega Game Gear Comp., Impact Magazines, Ludlow, Shropshire SY8 1JW**.

☐ Please tick this box if you do not want to receive promotional material from other companies

Two winners will each receive:

A Sega Game Gear
Double Dragon Xtra*
Global Gladiators
The Terminator
Superman
Wolfchild*

* Subject to release.

News & Previews

Welcome to G-FORCE – the ultimate Game Gear guide. No-fuss in-depth reviews and previews tell you all you need to know about the latest small-screen games. We start with the news…



If it's on handheld, it's here! The full lowdown on new add-ons, the best competitions with cracking prizes and, without a doubt, the fairest, most accurate reviews for the Game Gear you're likely to find.

This month, Virgin Games try their hand at resurrecting a classic coin-op with *Double Dragon Xtra*. WWF fans get grappling in Acclaim's *Steel Cage Challenge*. Mickey Mouse goes ghostbusting in the sequel to *Castle Of Illusion* and, in *Home Alone*, Macaulay Culkin attempts to heighten his street cred and oust burglars in the game of the film. Screenshots are digitised directly from a Game Gear to ensure the best possible quality. Enjoy G-FORCE!

Distant ECCO

You'll be pleased to hear the smash hit MD game, Ecco: The Dolphin is being released on Game Gear. The final version's a few months away yet but we're told the 8-bit game will be much like its big brother.

Strike a light!



One of the best shoot-'em-up/strategy games ever is being converted to the small screen. Domark have the rights to publish Electronic Arts' storming game, *Desert Strike*. Domark promise to capture the feel of the Mega Drive game and, from what we've seen, fans of the genre are in for a treat.

The 8-bit version's not entirely finished yet but Domark have scheduled its release for late September/early October. We'll let you know the official date. It's programmed by The Kremlin, who worked on Domark's swanky James Bond game, *The Duel*.

Expect a preview and review real soon.

We're in charge

Fed up with your Game Gear batteries running low? **Baker Plastics** ckaim they can put you out of your misery with the ***ReChargeable Battery Power Pack***. This breathes new life into nicad batteries for up to two hours and is available at just £12.99. You could also transform your Game Gear pad with the ***Baker Plastics Game Gear Joystick***. The stick has an adhesive base and sits on the D-button. For £2.99, waggle to your heart's content and get to grips with favourite games.

Geared for Kombat

The **Williams** arcade smash, *Mortal Kombat*, is to be released on Game Gear. Hailed by its producers, **Acclaim**, as the biggest game of 1993, the handheld version's graphics are said to be 'mind-blowing'.

Mortal Kombat, developed by **Probe**, who brought us *Alien 3* and *The Terminator* is launched by Acclaim worldwide on Mega Drive, Master System and Game Gear on the same day. 'Mortal Monday', as it has been dubbed is Monday 13 September (and not in August, as some less-informed magazines claim).

The Mega-CD graphics are stunning, but will **Acclaim** have the highest scoring GG game ever? Let's wait and see…

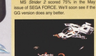
It hits the spot: Virgin's clever platform game, Cool Spot, is due out on Game Gear around Yuletide – G-FORCE will review it then.

Smaller strides

It strides onto the small screen some time this autumn. What are we talking about? *Strider 2*, of course! US Gold are converting the MS game to handheld.

Princess Magenta's *still* in the clutches of the evil Master. It's your job to hack, slash and gambol your way through half-a-dozen levels, ousting some of the strangest mechanical end-of-level fiends to hit the Game Gear.

MS *Strider 2* scored 75% in the May issue of SEGA FORCE. We'll soon see if the GG version does any better.



On Golden Pond

Another **Electronic Arts** game that's been snapped up for Game Gear conversion is *Robocod*, starring the dude who's 'licensed to gill', James Pond. Dr Maybe's dangerously fishy plans for world domination are set to continue, thanks to **US Gold**, the guys converting Pondy to handheld.

The release date has been pencilled in for some time in July/early August. We've seen the 8-bit game and the graphics are 16-bit quality.

Platform fans can expect a full review in a forthcoming issue of G-FORCE.



The energy test



Battery makers Ever Ready are well chuffed with the newest addition to their range, the *Energizer*. It's a long-life alkaline battery, which, Ever Ready claims lasts up to six times longer than any other battery. So Steve put it to the test! He plugged *Super Space Invaders* into the Game Gear, played it for ages and left the GG running. Five hours and ten minutes later, the screen was *just* starting to fade. So, errr… Every Ready were right!

A pack of four LR6 1.5V batteries suitable for your Game Gear costs a mere £3.49. Available now.

Double Dragon Xtra

They're classic arcade games, but the *Double Dragon* series on console has been slated to the hilt. Can Virgin Games restore our faith in the Lee brothers with something xtra special?

If we said 'Mess with the best — die like the rest,' would it put the fear of God up you? 'Course not! But if the Dragon Lords, the roughest, toughest street gang around, approached with that motto tattooed across their foreheads, you'd hop on the nearest tube train and get the hell outta town!

Billy and Jimmy Lee, those world-famous Dragon brothers, were once friendly with the Lords almighty. However, they got too big for their boots and landed on the wrong side of the petrifying posse. Their cavalier attitude cost Jimmy his life.

Now, as Billy, you're out to avenge your brother's death. Up to your neck in martial arts action, punch, kick and somersault your way through six stages of urban warfare and tackle the odd sub-level along the way.

Knock chunks outta punks!

You start on Skid Row with three lives, each with four energy units. An arrow points the way to trouble and you set about knocking the pooh-pooh out of the Dragon Lords.

All bad guys have their own moves. Green-haired punks execute flying kicks, bald-headed beefcakes use their chests and flame-haired females swing their staffs and give as good as they get.

Of course, you don't just stand there. Press [1] to punch and [2] to leap and kick. To crouch and kick, press Down and [2]. You somersault if you run and press [2], and pressing both buttons executes your speed manoeuvre— well smart!

Keep your eyes peeled for weapons. You come across knives, swords, bats, guns and clubs. Hold onto them as long as possible.

When you've survived Skid Row, you're shown the hits you dealt and received. You're allocated points on how well you faired. ■

You play Billy Lee out to avenge your brother's death.

PAUL 47% When will software houses realise the *Double Dragon* licence is dead and buried? They keep churning out games based on two of the most boring brothers in beat-'em-up history. This wouldn't be too bad if the games were any good; this release goes down as one of the worst.

The 'action' is slow and tedious and isn't helped by drab graphics and annoying sound. The moves you execute are nothing out of the ordinary and the baddies have that 'seen it all before' air about them.

Double Dragon Xtra is a sub-standard beat-'em-up and pales in comparison to its principle competitor, *Streets Of Rage*. *Streets* isn't brilliant but it's a darn sight better than this.

If you liked previous *Double Dragon* games or you're certifiably insane, you might like this, but I doubt it very much.

ADE 52% It's Virgin's turn to breathe life into the turkey. These *Double Dragon* games are going to haunt us for a year and a day. Hopefully, we won't see any more on the larger consoles — I'll spit feathers if I hear the words '*Double Dragon 4*'.

Virgin claim to have souped-up the original *Double Dragon* game (hence the Xtra) and produced a challenging beat-'em-up for handheld owners. Well, it's fairly challenging, I'll give them that, but it's not a vast improvement on the original.

It's what I'd class as 'average'. The graphics are average (prepare yourself for a touch of flicker) and gameplay's average. Thank Heaven there's a good selection of adversaries to keep you interested. The sound's okay, with a decent theme on the title screen and gutsy, oriental ditties on each stage.

As with all the *Double Dragon* games, I found just a couple of moves were sufficient. The weapons are handy but it's difficult keeping them for more than a few seconds.

Double Dragon Xtra's not an all-out disaster. Beat-'em-up fans won't be too disappointed but GG *Streets Of Rage* is



Billy prepares to do battle. He's found a club on the pavement.

The green-haired punks are a pain in the ass! One's just floored Mr Lee.

Double Dragon Xtra
Virgin
£TBA

57	Graphics
53	Sound
50	Playability
61	Lastability

50

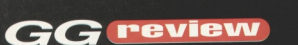
A tired series. Virgin have done an OK job. We'd plump for *Streets Of Rage*

Out: TBA ☎ Virgin 081 960 2255



OFFICIAL SONIC GEAR IS HERE!
SONIC THE HEDGEHOG
T SHIRT OFFER
1
2
3
4
5
6
SONIC
SONIC
SPI
THINK FAST
SONIC x 4
HOW TO ORDER:
Please complete the coupon below and return to Sonic Offers, P.O. Box 1842, London N6 5AS. Please ensure your Cheque/Postal Order is made payable to **Home Entertainment**.
All T-shirts are 100% cotton and machine washable.
© SEGA ENTERPRISES LIMITED 1992 LICENSED BY COPYRIGHT PROMOTIONS LTD
Send to: Sonic Offers, PO Box 1842, London N6 5AS. I enclose my cheque/P.O. (Address on back) made payable to: **Home Entertainment** or please debit my Access/Visa Account with the sum of £............
my card number is:
Signature ....Card Expiry Date ..../9......
Please use Block Capitals
Mr/Mrs/Miss ....
Address ....
Postcode .... Telephone No. ....
Orders are normally despatched within 2 to 3 days, please allow 28 days for delivery.
Full money back guarantee on goods returned unworn within seven days.
If you do not wish to receive Direct Mail from companies other than the publisher, please tick here.
(Please enter quantities required in boxes)
Items 5 and 6 available in Large and XLarge only

ITEM	SIZE				PRICE EACH	£ TOTAL
	S	M	L	XL	£	
1 Sonic Ring					£10.99	
2 Half Face					£10.99	
3 Sonic Spin					£10.99	
4 Think Fast					£10.99	
5 Chequers					£14.99	
6 Sonic Machinery					£14.99	
Please add £1.00 per item, postage and packing for UK or add £2.50 per item for posting & packing for rest of Europe						
TOTAL						



WWF Steel Cage Challenge

With Saturday afternoon wrestling axed from our telly, Americans filled the gapwith 18-stone lycra-clad loudmouths! The biggest craze Stateside has taken Britain by storm — the game follows…

At last, Game Gear owners can take part in bodyslammin', canvas-slappin' action against some of the best wrestlers in the WWF league. We say 'best', but you never know how good some of them are. Most of their stunts *look* dangerous, but with all that baby lotion slapped on their torsos, they hardly *land* on the canvas — more like slide!

Now it's *you* can ham it up and show off in before the cameras as you put opponents through their paces. The old faithfuls are here: Hulk Hogan, Ric Flair, Randy Savage and The Undertaker are just a few of the ten you meet in *WWF: Steel Cage Challenge*.

Rage in a cage

Play against the computer or another player. Two can team-up to tackle a computerised opponent.

One-on-one is a straightforward match, where pinning an opponent to the canvas ensures a win. The tag-team option gives the choice of a partner and the two of you take it in turns to dish out well-rehearsed grapples.

Oh, we couldn't waffle on about *WWF: Steel Cage Challenge* without mentioning the eponymous cage itself, and which makes this sim differ from other wrestling games. The Steel Cage option puts you and your opponents behind a steel cage (no surprise).

Ffirst wrestler to climb to the cage's top wins. It's your job to ensure the other man-mountain doesn't reach new heights. A good tug on their shorts ain't enough.

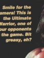
Once you've mastered the set moves, there's every chance you'll rise in the ranks and claim your reward: two bottles of lubricious baby lotion! ■

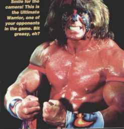
It's a tag match. If things are getting tricky by the ropes, touch your team mate and he enters the ring.

PAUL 48% Agh! *WWF Steel Cage Challenge* is probably the most frustrating game on the GG. It suffers the same problems we endured in the MS version, ie, basic moves can be executed with ease but throws and special moves are difficult. To use them, you're supposed to get in close and grab onto anything belonging to your fellow wrestler. This is nigh-on impossible, and when you *do* grab him, he usually lifts you in the air and throws you out of the ring.

Graphics and sound are very good. Animation is excellent and in-game tunes and effects don't grate on your eardrums.

It's a pity about the controls, but what can do you with two buttons? Even with the inclusion of the Steel Cage match, *WWF* goes down as a bit of a turkey.





Smile for the camera! This is the Ultimate Warrior, one of your opponents in the game. Bit greasy, eh?

ADE 57% The main attractions of wrestling simulations are the variety of moves and how well they're executed. *WWF: Steel Cage Challenge*'s problem is that most things happen by accident. There are times when you haven't a clue how you flung someone over your shoulder or pinned them to the canvas. Annoying.

Moves are limited — punch, kick, punch, kick. A couple can only be executed when you're really close to an opponent and — as throughout — there's little skill involved; a couple of button presses and the hope that something will happen! This is a real pain.

A pity about the gameplay, because the graphics are up to the standard we've come to expect of Acclaim. The sprites are small but well defined, animation can't be faulted. The sound's pretty unconvincing. No gutsy grunts and groans and an average theme tune.

If you're a wrestling fan who's been gaggin' to get their mitts on a GG game of this genre, you may persuade yourself to go out and buy it. Pity *I* can't persuade you, 'cos *WWF: Steel Cage Challenge* ain't mind-blowing stuff. I hope Hulk Hogan isn't reading this!

WWF Steel Cage Challenge

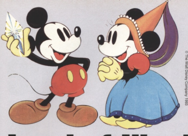
Acclaim
£27.99

72	Graphics
43	Sound
53	Playability
50	Lastability

53

An above average game but it will only appeal to die-hard WWF fans

Out: June ☎ Acclaim 0962 877788





Leap onto the balls on the right. Use them as a platform but don't dilly-dally, you soon fall off!

Land of Illusion
Starring Mickey Mouse

With never a wrong foot on Sega machines, Walt Disney's leading man's back on Game Gear, tackling his toughest adventure yet. Is it another jewel?

Mickey dozed off while reading a book and ended up being teleported to a magical world. But it was nothing like the colourful pictures in his story book. The sky was dark, the grass grey, the landscape washed out.

A young girl Mickey met in the nearest village explained the dreariness. A sadistic spectre had half-inched the jewel which gave the kingdom its magic. The locals needed a saviour to find the jewel, do away with the ghoul and return their land to its former splendour. Yep, you guessed — Mickey volunteered!

Guide Mickey through 14 fantasy-filled levels, dodging baddies and locating the exits. If you've played the MD game, *World Of Illusion*, you'll spot a couple of familiar features, like the piano which churns out power-ups and giant blooms which shoot you to higher platforms.

Preliminary stages are fairly straightforward. Move from left to right, bottom-bouncing bad guys. Expect confrontations with snakes, bees, ghosts and worms.

In the underwater section, fish *can't* be bottom-bounced. Either swim around them or lob the nearest object in their path.

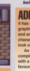
Your goal is to locate magic potions, which are the key to secret doors. Find the phial, pop the cork and your route to the next level becomes clear.

This outs puts puzzle-solvers in their element. There are loads of pick-ups, too. Smash boulders to reach chests or fling them at adversaries. Gold blocks are used as stepping stones, while springs help Mickey over high walls. A shrinking potion allows access through gaps. A rope helps Mick tackle mountain peaks and lanterns shed light on otherwise darkened levels.

The spectre has laid a bag of tricks and traps for unsuspecting gamers. He knows you're coming to dinner. Make sure it's not *you* who ends up in the soup. ■



Yikes! Mickey encounters a snake at the top of a tree. He throws an apple to avoid being eaten.



MAT 89% YES, it was worth the wait. Along with *Sonic 2, Land Of Illusion* surely rates as the top handheld platform game. Everything that's found in the MS version is included (though smaller). Each level's decked out in bright, cartoony colours, but there's time to stop and stare, because action and excitement are non-stop as Mickey bounces through this enchanted land.

My only gripe is it's far too easy and I had little trouble completing it in a few hours. Unlimited continues make the going easier still.

Wacky levels, bizarre creatures, secret passages and thrilling platform action are what this is all about. A definite purchase.

ADE 90% *Land Of Illusion*'s more expensive than other Game Gear carts from Sega. That's because it has more memory — 4 Meg, in fact, and it shows. The graphics are absolutely superb. All sprites are highly detailed and animation's excellent, with some splendidly amusing character touches. Backdrops ooze colour — they wouldn't look out of place on the Mega Drive.

As is the case with Disney tie-ins, you won't bust a gut completing it, but it presents a good enough challenge, and with a game as playable as this, who's complaining? One of my favourite GG games so far this year.

Land of Illusion

Sega
£32.99

90	Graphics
85	Sound
88	Playability
78	Lastability

89

A brilliant platform and puzzle game. One for your collection

Out: Now (Import) ☎ Comtazia 0384 261698



Home Alone

Love him or loathe him, bet you wish you had Macaulay Culkin's money. He's set to rake in more readies with a game based on his first film. Movie tie-ins have rarely been strong on console, can Sega's homely offering break with tradition, or should it be left well alone?

Doesn't it strike you as strange how loving parents go jet-setting here and there and forget to take their darling son with them? Nobody *thinks* of phoning the Social Services. Ho-hum, in movie land, *anything* can happen.

Kevin's parents have gone on vacation and left the little brat on his Jack Jones. Little does he know, a gang of burglars are plotting to rob the entire neighbourhood of all but the kitchen sinks!

Kev, in his wisdom, decides to stop them. Traps are set in houses the burglars haven't yet visited and weapons made from various articles left lying around, or bits and bobs discovered while sledging around the gardens and parks of Kev's home town.

There was a crooked man...

When you find a house with burglars inside (you'll more than likely see their van outside), make sure you've got some weapons at the ready. You have to slow the blighters down till the cops arrive.

Glue ensures the ruffians come to a sticky end. Elastic bands help launch missiles. Hairdryers are handy for melting snowballs, ice cream scoops fling hot coals and magnets combine with other weapons to stop the thieves in their tracks.

The more you hit them with your home-made arsenal, the more you hurt them! This sends their pain levels soaring and they disappear for a while.

If you last for 20 minutes without being caught and strung to the nearest wall, the boys in blue arrive to save the day. If all the houses are robbed, the game's over. Kev loses the brattish image he's so very, very proud of and car booters everywhere have a field day! ■



Avoid the ghost at all costs — one touch leaves you reeling in shock.





There's no business like snow business! A well placed snowball made the burglars freeze — literally.

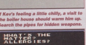
ADE 56% When we first saw the Mega Drive version of *Home Alone*, way back in SEGA FORCE 12, we expected something amazing. With a massive movie licence behind it, Sega should've pulled out all the stops. Sadly, they didn't, and they haven't gone out of their way to make amends with the hand-held version.

Home Alone's certainly one of the strangest games I've played. It has several neat touches, like the sledging and weapon-making, but they never add up to anything dazzling.

The graphics are relatively good throughout. The houses have their own styles of decor but the young man himself isn't well animated — he walks with a limp! He's fairly easy to control, though.

Preventing a house from being swamped by crooks is fairly involved. The problem is, once you've set traps and scared the life out of them in *one* house, that's it! You go through the motions in the other houses.

To give *Home Alone* its dues, the gameplay's fairly original, but unless you really guffawed at the movie, the novelty soon wears off.



If Kev's feeling a little chilly, a visit to the boiler house should warm him up. Search the pipes for hidden weapons.



Hurrah! You've saved the house from those no-good thieves. Check out your score at the top of the screen.

PAUL 69% *Home Alone* was dire on MD so it came as a surprise to find myself engrossed. The graphics and sound are almost the same as the original and gameplay's identical — so why do I like it? It's because *Home Alone* is ideally suited to 8-bit machines.

The idea of setting traps and inventing weapons works well. You soon rush around the streets, stocking up on weapons and keeping track of those pesky villains.

With three sub-games and three difficulty settings, *Home Alone* presents quite a challenge. If you like the films and fancy a different sort of game, give it a go.

Home Alone
Sega
£29.99

69	Graphics
50	Sound
61	Playability
58	Lastability

63

Very different but lacks variety. Another wasted film licence

Out: Now (Import) ☎ Mr Disk 021 616 1168


A new kind of magazine
For all kinds of action heroes...
If you also own a Mega Drive, you'll need this. If not, make sure your MD-owning friends know about it. Like MASTER FORCE, SEGA FORCE MEGA is published 13 times a year, and is the crucial guide to living with a Sega Mega Drive and Mega-CD. It takes the guesswork out of buying expensive carts.
ALL NEW — ALL MEGA DRIVE!
BRITAIN'S BIGGEST-SELLING MEGA DRIVE & MCD MAGAZINE — OFFICIAL!
SEGA FORCE MEGA
THE LAST ACTION HERO
Exclusive game shots, Arnie interview & film facts
Imagitec want YOUR game ideas...
£10,000
... MUST BE WON in our exclusive competition
MORTAL KOMBAT & REVIEWED IN FULL:
CD Batman Returns
Amazing Tennis
Captain Planet
Chester Cheetah
CD Chuck Rock
Plus Loads More!
Issue One is on sale now at all good newsagents, price £2.25, including 52-page Official Street Fighter II sticker album and starter set of stickers from Merlin Collections



BEAT THE SYSTEM

Blinkin' flip! I've got two new sections in two new magazines! Aren't I a lucky boy? If you're a new recruit and aren't too sure of the crew, allow me to introduce myself. I'm Paz and it's my job every month to bring you the biggest, brightest and best Master System tips in the business.

Since this is a new section in a new magazine (they demolished The Cheat Chamber to build an office block), there are a few changes from ye olde SEGA FORCE days. I'm now giving away a £50 voucher to the sender of the best tip and a T-shirt to each tip which merits a prezzie. What d'ya mean, skin-flints?! Do you know how much it costs to launch a magazine? Thought not.

Send in all your tips, maps, cheats, player's guides and stuff to:

BEAT THE SYSTEM, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. You could walk away in one of our posh new T-shirts!

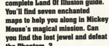
TIPS INDEX



LAND OF ILLU

STARRING MICKEY

More mouse! Continued from the last issue of SEGA FORCE, we present the second part of our complete Land Of Illusion guide. You'll find seven enchanted maps to help you along in Mickey Mouse's magical mission. Can you find the lost jewel and defeat the Phantom..?

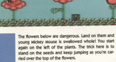


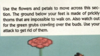










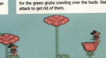


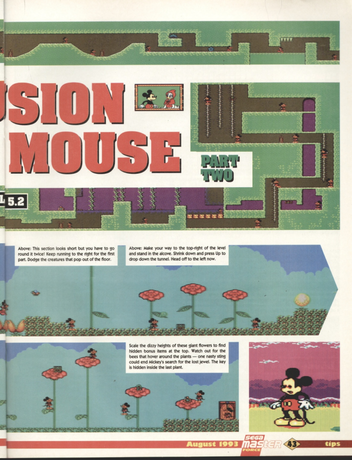


The flowers below are dangerous. Land on them and young Mickey Mouse is swallowed whole! You start again on the left of the plants. The trick here is to stand on the seeds and keep jumping as you're carried over the top of the flowers.

Use the flowers and petals to move across this section. The ground below your feet is made of prickly thorns that are impossible to walk on. Also watch out for the green grubs crawling over the buds. Use your attack to get rid of them.







Above: This section looks short but you have to go round it twice! Keep running to the right for the first part. Dodge the creatures that pop out of the floor.

Above: Make your way to the top-right of the level and stand in the alcove. Shrink down and press Up to drop down the tunnel. Head off to the left now.

Scale the dizzy heights of these giant flowers to find hidden bonus items at the top. Watch out for the bees that hover around the plants — one nasty sting could end Mickey's search for the lost jewel. The key is hidden inside the last plant.

LEVEL 7.1 ↑

LEVEL 7.2 ↓

This is the largest level in the entire game. There are loads of doors and secret rooms to explore. Some contain useful items, others are dead ends.

You start off on Level 7.2, warp through to Level 7.1 and back again. Head to the right first of all and dodge the cannons as you go.

You encounter a solid wall. To get past it, go back and collect the barrel. Take it to the door and place it on the switch. Reach the door and press up. You're then taken to the top-right on Level 7.1.

Drop down, past the water pistols, until you reach another solid wall with a red star on the other side. Go through the door and you appear on the giant keyboard in Level 7.2.

The place that you need to get to is in the middle of Level 7.1. Shrink down to get past the boxing gloves. This leads to Level 7.3, where the key's waiting.

Left: Mickey drops down until he reaches a door floating in mid-air. Enter the door to reach the centre section of Level 7.1.

LEVEL 7.3 ↓



LEVEL 8.1

Another large level but this one's a piece of cake. No secret doors or passages to cope with but you need fast reflexes.

Start at the bottom-left of the level and head right. Use the columns to get safely past the spikes. Watch out for the rock. They appear to be harmless until you get closer and then they pounce (no, I'm not making this up!).

You must learn a useful trick on the next level. Stand underneath the moving rock and wait until it flashes. It explodes and clears a path through the rocks above.

Walk to the left now. The two rocks blocking your path can be blown out of the way by teasing the moving rock to follow you. When it explodes, the wall's history.

Make your way up the ladders on the left but make sure you're carrying a barrel. Keep jumping up and pressing fire to throw the barrel up to the next section. Use this to gain extra height and reach the top level. Head to the right and leap over the gargoyle's fiery breath. The door is on the right.



Alas folks, that's all we've got room for this month. But don't panic 'cos we're back in a month's time with the final part of our complete guide to Mickey's Land Of Illusion adventures. We'll travel to the last few locations on the map and meet the evil Phantom. Cor, scary or what?

SUPER KICK-OFF

PLAYERS' GUIDE

Two, four, six, eight, who do we appreciate? Paz, that's who! If you've got Super Kick Off and fancy thrashing the pants off Liverpool, Man United and Arsenal, sit back and let Paz 'Super Striker' Wooding give you a bit of coaching.

There's no set way to play football (unless you're Wimbledon, in which case boot it up the field and run after it!). But there are certain tricks and tactics that result in a goal.

This guide doesn't tell you *how* you should play, it's more of a reference work if you fancy knocking in a few more goals than you're used to. I'll start by demonstrating tactics that guarantee a goal.

DEFENCE

Right, you've learned a few new tricks, but how do you stop the opposition from scoring? Depending on your style of play, you'll either stop their attacks from the midfield or let them run at you and stop them with your defence.

If you're banking on your midfield, you're well advised to go for a 4-3-3 formation. This gives a beefy midfield and defence, allowing you to stop most attacks before they get going.

If you're a boring person and opt for the defensive game, a 5-3-2 formation is probably the best option, since this gives you an extra player at the back (such as Des Walker).

If you're caught out of position, don't bother marking the players man for man, simply take control of a player and chase the bloke with the ball. The chances are he'll either turn or pass, and that gives time to sort yourself out and structure your defence.

If you become adept at breaking down the opposition's attacks, you'd be wise to develop a system so you can make a quick break and miss out most of the opposition's players still in your half.

The next time you take the ball off one of their forwards, boot it up the pitch and curl out towards one of the wings. By trial and error, you'll soon realise which wing to pass to. Once learnt, you should be able to break quickly and knock a couple of quick goals in.

SET PIECES

The easiest way to score a goal is to suss out a corner and/or free kick. When you're presented with a similar situation on the field, you can almost guarantee yourself a goal.

Check out the set piece situations below then try 'em out at the park! All of these are for set pieces facing upfield. Simply reverse them if you're kicking down, and corners are from the right, so do the same.

Free Kicks

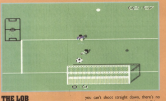
There are two types of free kick. The first type are where you have no control over them — one of your players stands next to you and you automatically pass the ball to him. Fairly straightforwards.

The other type is controlled. These free kicks occur when you're within striking distance of the goal. If perfected, they're devastating.

They're controlled like a corner, except the strength of the kick is more precise. To score a goal, you have to weight the ball exactly, so practice with a friend in a two-player game.

Keep getting free kicks on the edge of the box then aim the ball over the wall. Put aftertouch on as soon as you kick it and alter the length of time you hold your finger down. After a while, you'll have it down to a fine art, unlike any member of the England team! (Paul, stop being so bitchy!— Mat).

That's enough from the Pazmeister. Everything else is between you, the MS and your joypad. Oh, alright then, if you've any more problems, drop Paul a line.



THE LOB

Most of you probably know this one, but if you don't, here's a quick recap:

Line yourself up with the approximate centre of the pitch then run full-pelt toward the goal. When you're just outside the box, press button [2] and you should send the ball sailing high into the air, over the goalie's head and into the back of the net.

If you find you've run past the goal and you can't shoot straight down, there's no reason why the move should end. Either shoot diagonally while running across the box, (tricky but possible) or pass the ball out towards the edge of the box where you should have a supporting striker waiting to take the ball back into the area. The key to shooting in a different direction to the way you're facing is to make quick, precise joypad movements. This takes practice and you'd be well advised to use a joystick.



THE CROSS SHOT

Sometimes when you're running with the ball, you haven't got the time or space to turn. The best bet here is to find your way to the edge of the 18-yard box and run diagonally toward the goal.

When you see the goalie coming out to block your shot, press button [1] and hold down Left. If you've timed it right, the shot should curl past the advancing goalie and drop into the corner of the net.

If you want variations on a theme, you could always try lobbing the ball in from the angle. Although tricky, this makes the goal look far more spectacular than it really is! Or drop the lob short so your striker runs behind the defence and enters a one-on-one situation with the goalie. Now either volley the ball into the roof of the net or take it round the goalie and slot it home! You can't fail, folks. Trust me, I know what I'm doing!



Corners

Super Kick Off gives you total control over corners, so, with a bit of practice, you too can become the next Chris Waddle or Kevin Donovan, (who's he?—Mat). You need to examine your team's strengths and weaknesses, then tailor your corners accordingly. If you're deadly in the air, float in a high one to your lanky players. If you're a crack shot from a tight angle, whip in and allow drive for your strikers to latch onto.

Use this with a weak kick and your player should receive the ball just outside the six-yard box. Run across the face of the goal to draw out the keeper then shoot past him.

If you highlight this direction and use a strong kick, the ball should float away from the goal toward the far post. Quickly take control of your player on the post and try to hit the ball on the volley into the corner of the net.

Choosing this direction with a medium strength kick sends the ball to the near post and usually to the feet of your player. You can either turn and shoot past the advancing keeper, or run horizontally across the box and slot it past him.

TRICKING THE GOALIE

If you want to score a more conventional goal, there's a simple way of doing it. When you've got the ball, belt it down the line to one of your wingers then keep running until you're outside the 18-yard box, by the touchline.

Take the ball horizontally into the box and wait for the keeper to run at you — don't let this distract you, he won't get the ball. Keep running until you're past the keeper then press Down and [1]. You should belt the ball straight down past the keeper, into an empty net.

To make this move correctly, you have to master the art of running and turning quickly without losing the ball. Go to practice mode and keep running up and down the line, twisting and turning, until you can keep the ball at your feet. You'll have the knack in no time. It's easy!

LEMMINGS

Graham Clayton and **Steven Scott** from **Selkirkshire** have found out a great level-select for this crackin' puzzler.

When the Lemming pulling the cart appears, press buttons [1] and [2] together and rotate the D-pad clockwise. When you hear a popping sound, the cheat's activated.

Go to the main screen and select the game you want (Fun, Tricky, Taxing etc). Select the New Level box and writing should appear. Press Left or Right on the joypad to select a level between 1 and 30. Smart!

GREAT GOLF

Here's a table of the clubs and the distances they whack the ball, courtesy of **Graham Young** from **Clacton-on-Sea**.

TYPE	No	DISTANCE
Wood	1	278 yds
Wood	2	244 yds
Wood	3	222 yds
Wood	4	200 yds
Wood	5	178 yds
Iron	1	211 yds
Iron	2	200 yds
Iron	3	189 yds
Iron	4	178 yds
Iron	5	167 yds
Iron	6	156 yds
Iron	7	145 yds
Iron	8	134 yds
Iron	9	123 yds
Putting Wedge		112 yds
Sand Wedge		101 yds

SUPER TENNIS

The best selection for Level 5 is: Speed-B, Control-C and Player-A.
Tim Moir, East Sussex

WONDERBOY

To change rounds rather than areas, press Left and Right when choosing start position.
David Caton, Stoke-on-Trent, Staffordshire

CYBORG HUNTER

Grab all the objects you can then enter a lift. Return to the same level and the objects are back again!
John Acton, Cumbria

GAIN GROUND

Before switching on, hold down [1] and [2] while pressing Up. Switch on to access a secret option screen.

DYNAMITE DUX

Use all the bombs on Level 2 and you get a bazooka.

SHINOBI

Press diagonal Down-Left, together with button [2]. This allows you to choose your start level.

TEDDY BOY

For a level-select, press Up, Down, Left and Right.

SONIC THE HEDGEHOG

Here's a great way to finish the first chunk in just 21 seconds! Follow these pointers from **Andrew Storr** of **Bournemouth**. Cheers, Andrew!

1. Head straight for the immunity box.
2. Collect the two rings near the box. When you land, you should be on the box.
3. Walk halfway down.
4. Roll at the hill until you reach the bottom.
5. Sonic should go up in the air.
6. Press left once, but only a little.
7. If you carry out '6' correctly, you should land on the box with the shoes in.
8. When Sonic bounces back up, press Right diagonal.
9. If '8' is executed correctly, Sonic should go off the screen.
10. Jump near the box with the arrow at the end of the second hill. This needs a lot of practice.

STRIDER

Turn on your MS, but keep buttons [1] and [2] pressed as you do so. Press any direction on the joypad and you're taken to a new level. Try different directions for different levels.

ASTERIX

Lee Goudie of **County Tyrone, Northern Ireland** has a little tip to aid our French friends.

Round 1-1: OBELIX There's a secret room. When you come to the first chimney, go down but don't jump off the platform. Instead, when it falls, walk right and you go through the wall into the room!

Nice one, Lee!

ACTION FIGHTER

Before typing in your name, type 'doki-pen' for a special bonus.

ENDURO RACER

Hit the reset button on the intro screen, then Up, Down, Left and Right. Select the level you want to start at.

KENSIEDEN

When you reach the big statue of Buddha, press Up to find a hidden room.

WIMBLEDON TENNIS

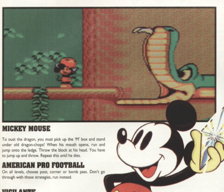
DHL DEQ JLA	Australia, first year
JKH BBL FNI	Australia second year
ELO DFQ JEA	France first year
ORP DDE AHO	Wimbledon, first year
ORR DEE AKO	America, second year (won)
MNU FFS IKK	Australia, second year (won)
RIM MIV NBC	France, second year (won)
JIG IHH TRI	Wimbledon, second year (won)

AFTERBURNER

Press buttons [1] and [2] then Up when you die for unlimited continues. Alternatively, switch on, press pause a hundred times before the demo. This gives infinite continues up to Level 17.

AMERICAN BASEBALL

In the home run contest, choose OAK — they have the player with the most home runs.



MICKEY MOUSE

To oust the dragon, you must pick up the 'M' box and stand under old dragon-chops! When his mouth opens, run and jump onto the ledge. Throw the block at his head. You have to jump up and throw. Repeat this until he dies.

AMERICAN PRO FOOTBALL

On all levels, choose post, corner or bomb pass. Don't go through with those strategies, run instead.

VIGILANTE

Pressing Up and Right diagonal and buttons [1] and [2] on the title screen for a level-select.

OUTRUN

Instead of zooming off at the start, wait a while and watch the man with the flag…

FORGOTTEN WORLDS

Use two-player mode and when a player dies, press Start several times for infinite continues.

WORLD CUP ITALIA '90

This wee tip on how to become a champ from *Andrew Parker* of *South Humberside*.

Select a decent team, usually from the top two rows. If you're playing a tester match, choose a computer team on the basis of how much of a challenge you're after.

When playing a penalty contest, it doesn't matter who you choose, as all the teams are equally matched.

SUPER KICK OFF

Scott O'Connell from **Crewe, Cheshire** has a natty little tip for this fab footy game.

To guarantee a goal every time, all you have to do is line the ball up with the middle of the opposition's goal, then tap it forward about one kick. Now play Wimbledon style and hoof it up the pitch using the button [2].

Follow the ball in the air and head it as you run into the box. It should sail over the keeper's head and drop nicely into the back of the net.

SHINOBI

On the title screen, keep your finger on the Down button, press [2] and you can choose a level.
Christopher Carey, Guildford



ACTION REPLAY

Yes, this miracle cartridge is now appearing on Master Systems all over the country, much to the delight of frustrated gamesplayers and baffled tipsters. Without further ado, let's get into those codes!

ALIEN 3

00C42763 Unlimited machine gun
00C42B63 Unlimited bazooka
00C42963 Unlimited flame
00C42D63 Unlimited grenade
00C42F63 Unlimited other option
00C46A63 Unlimited energy

ASTERIX

00C09D03 Infinite lives
00C09A03 Invincibility

NEW ZEALAND STORY

00DDEC03Infinite lives
00DE1504 Invisibility

SONIC 2

00D29803 Infinite lives
00D29905 Invincibility — turn the Action Replay off at the end of every act and back on again at the beginning of the next

SPEEDBALL 2

00DA0B14 Unlimited money

BACK TO THE FUTURE II

While playing, press pause then [1], [2] and Down on the direction pad at the same time. This should put you on Level 2. Use same procedure on Level 2 to get to Level 3.

WORLD SOCCER

To beat the goalie every time, press button [2] when you kick off and wait until the ball arrives at the arrowed man. Press button [1].

AZTEC ADVENTURE

To select a level, press Up five times before the scroll unrolls, press Right three times when the boy starts throwing the money, then press Left, then Down when all the characters move off to the left.

You should see the boy holding a sign above his head, and you can use the D-Pad to choose your level.

THAT'S ALL FOLKS

The first Sega Master Force tips section comes to an end and wasnt it a good un?! Remember, I need all your tips and cheats to help keep this section chock full every month — and if you send in something that's extra special you could win yourself a £50 voucher to spend on the lateset MS game! If you missed the address earlier in the mag here it is again. **Beat The System, Sega Master Force, Impact Magazines (UK) Limited, Ludlow, Shropshire, SY8 1JW.** Don't forget our new **Action Replay** section either, if you've got any codes for the latest MS games send them in, there's a T-Shirt to up for grabs to the sender of the best codes.



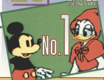
3×3 EYES
PART ONE
Yakumo Fujii is the hero of this story. Abandoned as a young child, first by his mother and then his father, his misfortune continues when his father, a professor of ethnology, dies in Tibet. One day, he meets Pai on his way to work. She carries a letter from his dead father...
Pai is the heroine. Said to be about 300 years old, she is a survivor of a legendary tribe who use magic to gain eternal life. She has a third eye in her forehead and when it opens, her personality drastically alters. Pai yearns to be human but can't quite remember why...
Together they struggle against supernatural forces they barely comprehend but must conquer to survive.
£10.99 S.R.P.
OUT NOW! LIVE ACTION MANGA!!! TETSUO THE IRON MAN A CULT CLASSIC IN THE MAKING
CERT 18
MANGA VIDEO
A Division of Manga Entertainment Limited
MANGA VIDEOS ARE AVAILABLE AT OUR PRICE MUSIC, HMV, VIRGIN, FORBIDDEN PLANET, GAME LTD, FUTURE ZONE AND ALL GOOD VIDEO AND COMIC SHOPS
AKIRA
DOMINION
DOMINION TANK POLICE
PROJECT A-KO
VENUS WARS
Odin

CART TOPPERS





TOP 20 UK MASTER SYSTEM GAMES CHART





So, they want me to waffle on about the charts as well as answering your letters, do they? I'll chop myself in half for this lot! What did their last servant die of? I'll be blowed if I know anything about games...

What are these, then? Charts? I'm a Letters Editor, not a Disc Jockey! They want me to give you the run down of the latest Master System charts. If they think I'm gonna put on a Bruno Brookes voice, they can think again! I'm a respectable gent. I've got morals. They want to give me a Pat Sharpe haircut (get on with it, Gut —Ade).

Ahem! Hi, pop pickers! Welcome to the totally fabaroony, equally delicious Top 20 Master System chart. Have we got some corkers for you this month?

Straight in at number one, it's that wacky, zany, ever so slightly surreal cartoon hero, Mickey Mouse. He's top of the pile with *Land Of Illusion*. Thousands have bought the game, and, if you're one of 'em, check out our sexy *Land Of Illusion* maps in this month's tips section.

Sonic clings to the number two spot, while those likkle Lemmings are teetering at number three. Love 'em. Think they're well radical. Couldn't eat a whole one, mind!

Heavens above, look who's at number four, it's our old friend Taz. I knew his mother, you know?! How much longer have I got to keep this charade going, Ade? (Oh, there's about a quarter of a column left, yet —Ade).

Bubbling under, there's *Batman Returns* at number 12. Expect to see this higher up the chart next month. Catch the review this ish before you trot off and buy it.

That old chestnut, *Psycho Fox* is blazing a trail, but the rest of 'em, down in the murky depths, need a little push. Let's give 'em a helping hand shall we, game gurus? (errrr... you can stop there, Gut. Steve Wright's on the line. He'll take over next ish! —Ade). Bloomin' typical...

1	NE	Land Of Illusion	Sega
2	▲	Sonic 2	Sega
3	▼	Lemmings	Sega
4	➤	Taz-Mania	Sega
5	▲	Transbot	Sega
6	NE	Tecmo Cup Soccer	Sega
7	NE	Global Gladiators	Virgin
8	▲	Ninja	Sega
9	▼	World Class Leaderboard	US Gold
10	▼	Tom and Jerry	Sega
11	▼	Super Kick Off	US Gold
12	NE	Batman Returns	Sega
13	▲	Rainbow Islands	Sega
14	▲	Psycho Fox	Sega
15	▼	Speedball 2	Virgin
16	▼	The New Zealand Story	TecMagik
17	➤	Asterix	Sega
18	▼	Castle Of Illusion	Sega
19	▼	Prince Of Persia	Domark
20	▲	Impossible Mission	US Gold



GUTTER GOSSIP

Letters!

Not sure about the shade, Ade. Isn't dayglo pink headache material? 'For Heaven's sake, Gut. It's only wallpaper, after all!' Yes, but I want everything to be just right. It's so nice of you guys to give me an office of my own, by way of an apology for trying to oust me from the last issue of SEGA FORCE. I look forward to a long and prosperous career with SEGA MASTER FORCE. Cheers, mate — you're a pal. 'Errr... yeah, Gut, don't mention it...'

So, what d'ya think, then? About the new mag, I mean? No moaning from you MS and GG owners that we don't review enough games 'cos, dear people, everything that's out on Master System and Game Gear is covered here in MASTER FORCE.

As you can see, they couldn't do without me. I *had* thought of quitting. Arnold Schwarzenegger offered me a part in his latest blockbuster, *The Last Action Hero*, but I, errrr... turned it down. I'm far too muscly! I would've upstaged me old cobber, Arnie. So, they've wheeled me in to answer another glut of letters.

You'll find my section hasn't drastically changed — ie, you ask the questions, *I* give sarcy answers — but there are a couple of new features, which I'll happily explain when we get to 'em.

Like all the best chat shows, I'll just give myself a wee plug (*I* love me, who do you love?). If you're a Mega Drive and/or Mega-CD owner, why not catch my crazy letters section in our parent mag, SEGA FORCE MEGA? It's weird, it's wacky and it's totally surreal.

If you've anything you wanna get off your chest, or a work of art you want the nation to see, send the lot to: GUTTER SNIPE, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. I'm already chomping on the bit. There's a SEGA MASTER FORCE T-shirt on offer to the sender of the BEST LETTER and BEST PICCY I receive each ish.

Streets Of Rage 8-bit

Dear Gutter Snipe

I've just bought a Master System 2 and was amazed at the graphics and gameplay on Sonic and Alex Kidd, especially as it uses the Z80 chip (which was used in the old Spectrum computers!). I used to be, dare I say it, a **Nintendo** fan, but now I'm cured!

I've a few questions for you:

1. When will *Streets Of Rage II* be released on the Master System?
2. I know about the Master System-to-Game Gear converter, but is there a Game Gear-to-Master System converter? If so, how much is it?
3. What's the best MS game?

I'd really appreciate if you could answer these questions.

Malcolm Cook, Cobham, Surrey

Welcome, Malcolm. Yours is the first letter I received for my new column. Congratulations!

There's a bit of a story behind *Streets Of Rage II*. Looking down Sega's release schedule, *Streets Of Rage II*'s coming out on the Game Gear some time in July and the original *Streets Of Rage* should be on Master System now. I can't see any details of MS *Streets Of Rage II*, but if there's a GG version, I can't see why there won't be a Master System game. I'll let you know if I hear anything.

There's a Master Gear converter, which allows you to play MS games on your Game Gear, but there isn't a widget to play Game Gear games on the MS. Soz.

Here are the crew's pick of the best MS games, in no particular order: *Prince Of Persia*, *Sonic 2*, *Land Of Illusion*, *Asterix*, *Krusty's Fun House* and *The New Zealand Story*.

Hmmmm... I thought I was too helpful that time around. Better put a stop to that!

Ashes to ashes...

Dear Gutter Snipe

You are the greatest. The best. Firm yet fair.

I have a problem only the brainiest dude can solve and, while I was thinking who to approach — slam! Bam! Thank you, ma'am, the Lord came down from the heavens and said 'Mr Gutter Snipe's the one you're looking for!' and I said, 'Gutter Snipe! That's it!'

So, Mr Snipe, the problem is this. I keep getting tons of dust stuck behind my Game Gear. It really bugs me. Help!

Mr Nobody, Bardonmill, Northumberland

I wish you people would put your names on the bottom of your letters. Yours is the second anonymous scribbling I've received in the space of five minutes.

There's a simple solution to your dilemma, my friend — do some housework, you lazy fop! Ta-rah...

Chronic Sonic insults

STAR LETTER

Dear Gutty

A couple of days ago, I was at the newsagent and happened to see a **Nintendo** mag called N-FORCE. I took a peek inside to see what it was like.

I was shocked to discover loads of pictures, sent in by their readers, of **Mario** killing **Sonic**, with gallons of blood everywhere. There were plenty of insults about Sonic, too.

I was offended to read these, since I go over-the-top playing *Sonic*. He's my Number One hedgehog. Do Nintendo owners feel the same when they see pics of Sonic slaughtering Mario? Why not get your readers to send in pics of Robotnik covered in blood rather than poor Sonic!

Fleur Handley, Swindon, Wiltshire

Well, Fleur, this magazine you saw, N-FORCE, is produced by our company. Nevertheless, we hardly ever speak to the folk who work on it! They're cheeky little blighters! Okay, so I *may* get a lift to the shops with one or two of them, but that's as far as it goes.

In case you hadn't noticed, Fleur, about six trillion issues of SEGA FORCE contained pics of Sonic beating the pooh-pooh outta Mario, so I'm sure Nintendo owners would have something to say about our mag, if they saw any of the issues.

In SEGA FORCE 18, I had an anonymous letter from a reader complaining about these pics and I tend to agree with him/her. Surely there are better things to draw than Sonic maiming Mario? I want originality here, folks! I see enough blood, guts 'n' gore every flickin' morning during the rush for the drinks machine!' There's a T-shirt up for grabs for the best pic each ish, so let's get original. *Pleeeeeaaaaassseee!*

In the club

Dear Gutter Snipe

Why isn't there a **Sega** club? **Nintendo** have one. It would help me, because I think most **Sega** games are hard.

Ronak Patel, Reading

I suppose Sega think mags like ours supply enough info, Ronak. If you read SEGA MASTER FORCE, you're in an elite club, and no mistake!

We have our own reader panel for SEGA MASTER FORCE, but of course, if you need any help on a game or need to get something off your chest, you can always write to us and we'd be happy to lend a hand. Well, the rest of 'em will help ya, I'll just sit in a corner and pretend to be a cabbage (not difficult! — Ade).

Geared-up for questions

Dear Sniped Gutter

I have a few questions about GG games to ask ya:

1. When's *Sonic 3* coming out?
2. Which one's best, *Putt & Putter* or *Olympic Gold*?
3. Is the *4-In-1* cart worth it?
4. When are the following games coming out on Game Gear? *James Bond*, *Formula One Grand Prix*, *Home Alone*, *Mickey and Donald*, *Crash Dummies*, *Robocod* and *Superman*.

Anonymous, Pembroke Dock, Dyfed

Hooray! Another letter! I hope it doesn't contain a *Sonic 3* question. Oh my good golliwog! Surprise, surprise. Look, you lot, there *will* be a third Sonic game, it's being worked on as

we speak, but it **WON'T** be released for months yet, so hold your horses!

Olympic Gold is the better of the two, without a doubt. The *4-In-1* carts aren't too bad if you want to bump up your collection overnight. There are a few about on import, as well as Sega's official offering. Usually, you find two good games and two duff ones on each cart.

Mickey and Donald won't be out on Game Gear, *Land of Illusion, Starring Mickey Mouse* will. It should be in the shops any day now. *Crash Dummies* is out in June, so too is *Superman*.

There's a Master System version of *Home Alone* planned for release in June. The GG version is reviewed in our Game Gear supplement, G-FORCE, this month.

Robocod is scheduled for a July release. The release date for *Formula One Grand Prix* is pretty hush-hush. *James Bond* is set for July/August.

Remember, all these dates are subject to change. Catch the latest info in our news and previews sections.

Phew! You don't ask for much, do ya?!

Master it

Dear Gutter

I've recently bought a Master System 2 with *Sonic* and *Alex Kidd*. I've got some questions to test your huge intellect (cough, cough!).

1. Which of the following should I buy, *Golden Axe, The New Zealand Story, Double Dragon* or *Streets Of Rage*?
2. Is *Road Rash* available for the Master System?
3. Is *Wonderboy 3* any good?
4. Are the Game Genie or Action Replay any good?
5. Do you think there'll be a Mega-CD for the Master System?
6. Is *OutRun Europa* any good?

M Cook, Surrey

Well, M, I've asked 'the ladz' and they've come up with the following answers.

In first place, they rate *The New Zealand Story*, errrrr... then they got stuck! *Road Rash* is coming out on the Master System but a release date has still to be announced. *Wonderboy 3* ain't bad, but it's a bit too easy.

The Action Replay and Game Genie are excellent. There's an Action Replay cart for your Master System but, as yet, no Game Genie.

There WON'T be a CD unit for the Master System. That's like asking, 'Does the Pope inhale Tarmac?'

***OutRun Europa*'s a nifty little racing game. One of the best on the Master System.**

Those 'ladz' are pretty helpful when their brain cell goes into overdrive!

A whizz with colour, Scotti Dog from Glasgow has Sonic out raving. Dig those groovy trainers, man! Let's see more of your artwork, folks.

Satisfied customer

Dear Gutter Snipe

Why doesn't SEGA FORCE have more Master System reviews? You should review games like *Speedball 2, Alien Storm* or *Golden Axe*. You should attract more customers by putting tips books etc on the cover.

Alastair Hutton, Glasgow

Ta-da! Welcome, dear Alastair, to SEGA MASTER FORCE! You've only gone and read our minds! This mag is especially dedicated to you. In fact, it's subtitled ALASTAIR FORCE, 'cos we think you're ever so, ever so luverly!

And, surprise, surprise, guess what's on the front? A TIPS BOOK! Hey, we're gonna attract more customers now! Well I never! Have you been sitting in on our management meetings?

So, Alastair, no more moaning, ya hear? Grief, if the moaning stops, I'll be out of a job! So... errrr... carry on moaning, you guys!

Danger zone

Dear Gutter Snipe

Ta for an excellent magazine. I'm very impressed by the way you reply to letters and print reader artwork. I'm currently buying another **Sega** magazine (the second word of their name begins with a 'z'!) but all the people who send their letters and pictures get the mickey taken out of them by the editor and crew.

A young lad wrote in requesting they send him a tips book because he'd missed the issue with it on. They replied, 'Well, you can go and whistle for your tips book, you little gob-' (we've censored the second word —Ade). Do you think that was very fair?

David Dawson, Powys

Hmmmm! I wonder whether Mary Whitehouse should be informed? While I'm renowned for being a wee bit nasty (he's a fluffy likkle bunny at heart! —Ade), I never swear at readers.

It's a funny old world, these days, 'cos some words which were once classed as swearing are now taken as part and parcel of the English language. The word you included in your letter, Dave, was most definitely a swear word and you wouldn't see something so strong in SEGA MASTER FORCE (apart from his socks, *they're* pretty strong! —Ade).

While I'm sarcastic with some folk, I hope I answer their letters and satisfy their every need! It's only the odd wally I can't be doing with.

Oh, and Ade? 'Yes, Gut?' STOP INTERRUPTING ME! 'Yes, Gut!'

The lost prince

Dear Gutsy Snipe

Can you recommend *Streets Of Rage* for the MS? Will *Toxic Crusaders* be coming out for the Master System? Is MS *Lemmings* any good? Where can I find *Prince Of Persia* for the Master System?

Andrew Taylor, Uphall, West Lothian

Recommend *Streets Of Rage* for what? A place in next year's Eurovision Song Contest? The crew gave the 8-bit game 81% in our May issue, so I reckon it's pretty good.

No news on MS *Toxic Crusaders*. Master System *Lemmings* is a brilliant game. We think it's better than the Mega Drive version!

You're not the only bod having trouble finding MS *Prince Of Persia*. I've had a couple more letters from disgruntled damsel-rescuers. It got rave reviews in all magazines so you'll probably find it's been snapped up off the shelves.

You can always contact Domark, the game's publisher, on (081) 780 2222. They *may* be able to point you in the right direction.

Mario on Master System?

Dear GS

I'd be very happy if you could answer these questions.

1. Is there going to be a **Mario** game on the Master System?
2. Can you tell me why you don't you make Mario games on **Sega** consoles?
3. Next time, can you write the address in big thick type?

Thank you.

Mahammed Majid, Accrington, Lancs

Nice to see someone saying 'thank you', for a change.

In answer to your queries, Mahammed, there is NEVER going to be — as long as I'm alive, anyway — a Mario game for the MS (you watch them release one tomorrow, out of spite!). Mario is Nintendo's mascot, Sonic is Sega's. The two companies are HUGE rivals. That's why you won't see Sonic on Nintendo machines and Mario on Sega machines.

As for the address, I'll ensure it's in bold type. I'll also go out of my way to see it featured at the end of the closing credits on *EastEnders* (how many suckers'll fall for that one?!).

Prize pickings

Dear all

Many thanks for the excellent and very colourful *Sonic 2* T-shirt and your congratulatory comment on my being a winner of the TEE FOR TWO compo in SEGA FORCE. This prize is particularly uplifting as I'm usually out-classed and overshadowed by the legendary Ed 'Pinky' Lomas, who sends tips to your magazine.

Once again, many thanks.

AW Lomas, Kingsbury, London

Well, well, well. Just goes to show my fans have been brought up, not dragged up. How nice to get a letter of thanks!

You've had your claim to fame now, AW. One day, you *may* be doing voice-overs for the letters on *Points Of View*.

MS Arnie, too

Dear Gut

I wonder whether you could answer these questions?

1. When's *T2: The Movie* coming out on Master System?
2. What's your favourite MS game?
3. I heard *Sonic 3* will be an MD-only game. Is this true?
4. Are you married?
5. Has *Bart Vs The World* been improved since you previewed it?
6. Will *Cool Spot* appear on the MS?

Gary Milne, Edinburgh

We've got the lowdown on MS *T2* this ish, me canny young lad. It's out in a couple of months' time.

My favourite MS game is *Sonic 4*. Yes, folks, it's out! Rush to your local Sega stockist now! Good grief! It's here! There are 13 characters in all! Parallax scrolling! 3D graphics! They've managed to cram a 32 Megabit game into a... wibble... wibble... aaaaaarrrrrrrrggggghhhh!

(At this point, it's worth pointing out that Gut has fallen to the floor in a crumpled heap, a shadow of his former self. While he regains consciousness, I'll answer the rest of your letter, Gary —Ade.)

***Sonic 3* (ugh, ugh, wibble —GS) will be available on all systems. *I'm* not married, and**

Letters!

neither is Gut. He *did* have a girlfriend called Greta, but she ran away with a mop and broom salesman. Swept off her feet, so I heard!

***Bart Vs The World* has been nipped and tweaked and the MS and GG games are now finished. *Cool Spot*'s due out on the MS from Virgin at a date to be announced. I'll hand you back to Gut (splutter… chunter… snivel! —GS).**

TEASER TIME!

Excuse me while I throw up. Couldn't anyone think of a zippier title? 'Teaser Time', I ask ya! And they have the audacity to put an exclamation mark at the end! I work with philistines.

This is a new inclusion to the letters section. The bit where you grab the comfiest chair in your house, sit with your feet up the wall, cup of tea in one hand, MASTER FORCE in t'other and relax. To test your powers of observation and wit, have a go at answering the four questions on the right.

Some of the solutions you'll find in the mag, others will stretch your grey matter, while the leftovers are just gaggin' for your sense of humour to shine through. The funnier the better.

Scribble the solutions on the back of a postcard or sealed-down envelope and send the lot to **GUTTER SNIPE, TEASER TIME, SEGA MASTER FORCE, Ludlow, Shropshire SY8 1JW**. There's a SEGA MASTER FORCE T-shirt for the best entry.

CLANGER OF THE MONTH

Roll up! Roll up! If you're wacky, if you're zany, if you're downright-blinkin' loopy — this is the section for you! If you've an 'ever-so slightly strange' question or a query that goes left of centre (ie, slightly misses the point), you'll win my CLANGER OF THE MONTH award.

It's nowt to be sniffed at, 'tis a prestigious title indeed! The best in the biz. Your console clanger is preserved for posterity in my wee section, something to show the grandchildren when you're toasting marshmallows by the fire.

So let's get cracking! The winner of my first CLANGER OF THE MONTH award is **Derek Cresswell** of **Dudley, West Midlands** for the following letter:

Dear Gutter Snipe

Will SEGA MASTER FORCE still have information about new Mega Drive games?

Unfortunately, Derek, you seem to have lost track of time somewhere along the line. SEGA MASTER FORCE is only going to concentrate on Sega's 8-bit machines, the Master System and the Game Gear. SEGA FORCE MEGA will, however, feature news on forthcoming Mega Drive games.

Anyway, congratulations, Derek, on your classic clanger.

Have fun answering them. Good luck!

1. Which company is publishing GG *Double Dragon Xtra*?

2. What's the name of the villain in *Terminator 2*?

3. What' Ade's best chat-up line?

4. What colour is Paul Wooding's hair?

Phew! That's your lot for this ish. Keep those letters and pics flooding in, ya hear? Now this month's cranks have set the ball rolling, let's have some thought-provoking words and piccies ya mum would be proud of. If you don't fancy being my luvverly CLANGER OF THE MONTH, why not nominate a friend or member of your family? And when you've a spare nanosecond, strain your brain in my 'Teaser Time' section. You could win a T-shirt. Coooooo-el!

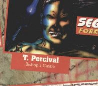
Oh, that's not all. By way of a reminder, the sender of the BEST LETTER and BEST PIC I receive each month gets a SEGA MASTER FORCE T-shirt, too — they're pretty natty!

Here's that all-important address: GUTTER SNIPE, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. See you next month.

OFF THE WALL!

Want to show your artwork to the nation? Send your masterpieces to me. No bigger than A4 please. Oh, let's try and think of something more original than Sonic killing Mario. Cheers!

Stephen McGrady
Cleator Moor, Cumbria



T. Percival
Bishop's Castle



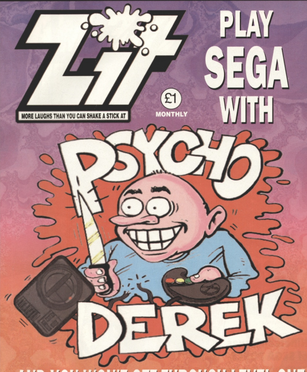
Tom Percival
Shropshire

J. Goossens
Hereford



Peter Johnson
Cheshire

Mark Newman
Sheffield


ZIT
MORE LAUGHS THAN YOU CAN SHAKE A STICK AT
£1
MONTHLY
PLAY SEGA WITH
PSYCHO DEREK
AND YOU WON'T GET THROUGH LEVEL ONE
MEET PSYCHO DEREK, THE CRAP MARIO BROTHERS, POSTMAN PAT AND HIS BENGAL TIGER, LARD LAD,
HECTOR RECTUM, BILLY NO MATES AND ALL THE REST IN *** ZIT COMIC *** MORE FUN THAN A FUMBLE IN YOUR UNDERPANTS

MAY THE MAST
BE WITH



Nineteen issues of SEGA FORCE gave you the best possible in Master System coverage, but now we've gone one better — with SEGA MASTER FORCE there's no longer any need to share...



SEGA MASTER FORCE is the world's only magazine dedicated 100% to the Sega Master System!

Try to find another magazine with a Master System game on the cover and you'll see what we mean!

Why settle for less when you can ensure a complete year of SEGA MASTER FORCE for the knock-down price of just £19.50 — and that's for 13 issues per year too!

Subscribe now and we'll send you a SEGA MASTER FORCE T-shirt and a high quality binder to help you keep every issue of your subscription in good condition.

SUBSCRIPTION FORM

This offer not valid after 25/07/93

Please send me the next 13 issues of SEGA MASTER FORCE and don't forget to include my T-shirt and binder!

Name ....

Address ....

....

....

....

Postcode ....

Phone ....

Choose an option:

UK Mainland ○ £19.50 1001
Within Europe* ○ £30.99 1002
Outside Europe* ○ £40.99 1003

Payment method *(please tick)*

Cheque ○ PO ○ Credit card ○

Card no ....

Expiry date ....

Signature ....

Return to: ***SEGA MASTER FORCE LAUNCH OFFER, Database Direct, Freepost, Ellesmere Port, South Wirral L65 3EB***

*Gifts apply to UK only (overseas customers can write for details of how to obtain them). All offers subject to availability.

Classifieds

Small Ads

Car boot sales. Only the British are mad enough to stand dithering in the rain on a Sunday morning, selling old lampshades and ironing boards from the back of a Ford Capri. Now, with SEGA MASTER FORCE, you can hold your very own sale (well, sort of) in the comfort of your own home! We've goodies galore and a whole lot more (eat your heart out Saachi and Saachi). Our small ads are, er… small, and they're, oh yes — free!

for sale

■ Sega Master System with 16 games plus joystick (boxed), Sonic 2, Populous, Wonderboy 3, Prince Of Persia. Good condition, £175 ono. Ring (081) 692 9838.

■ Games! Games! Games! The Legend Of Zelda £17, Duck Tales £25, Turtles £30. Ring Andrew on (0779) 78390, 8–8.45am or 7–10pm.

■ Master System II with six games, joypad and joystick. Plus Game Boy with 5 games and carry case, £95 ono. Tel (0285) 831573 after 5pm.

■ Game Gear boxed, includes AC adaptor, battery pack, carry case, amplifier. Also includes seven top games, all boxed. Worth over £300, will sell for £180 ono. Ring (051) 531 0752.

■ Sonic 2 (English cart) sell £20. Adaptor for Jap and USA carts, sell £10. Contact Graeme at (0509) 412919 (weekdays), 4pm to 6pm.

■ Sell Sega Force Issue 18, Sega Megatech 17, Sega Power 40 and 43, for a bargain £4. Phone (0986) 873456. Also HardBall 3 to swap for Speedball 2, Terminator 2.

■ Amiga 500, Action Replay Mk3, £200 worth of games. Asking £150 ono. Will swap for Mega Drive and at least two games. Tel (0932) 232560.

■ An unopened packet of hair dye. Colour, Honey Blonde. Anyone interested, contact Paul Wooding at Impact Magazines!

■ Game Boy for sale, with eight games, carry case, light, magnifier, all leads, worth £300. Mega Drive Menacer, three games, Mickey and Donald Last Battle, Sonic, six-game cartridge, two pads, £180 ono. Ring Tim on (021) 427 6409.

■ UK Mega Drive, two joypads and 15 games, including Fatal Fury, Road Rash 2, Streets Of Rage II, Ecco, £395. Phone Andy on (061) 430 2444.

■ Jap carts, Quackshot £20 + XDR £15, for Mega Drive, both boxed. Phone Paul on (061) 976 2203 after 4.30pm.

■ Game Boy and eight games for only £100 ono, worth £200+. Will swap for five MD games. Games for sale £18 & £23 each, phone Peter on (0232) 625330.

■ RPGs for sale, Phantasy Star II £20, Shining In The Darkness £20, Phantasy Star 3 £25, Dungeons & Dragons £25. Tel (0274) 621731 evenings.

■ SNES, two joypads, F-Zero, Probotector. Unwanted Christmas presents, desperate to sell. A bargain at £50. Phone (0734) 833441 and ask for David.

■ Master System, mint condition, control pad, 11 games including Sonic 1 & 2, Populous. All games boxed with instructions, worth £250, going for £150 ono. Ring Matthew on (0942) 723712.

■ Sega Master System with joystick, light gun, 3D glasses, nine games including Sonic, all boxed and with instructions, £100. Phone (0694) 722005.

■ Sega Master System II for sale with three games (Heavyweight Champ, Alex Kidd, Pro Wrestling), two joypads, £90 ono. Phone Stuart on (0203) 365341.

■ Master System for sale, six top games, two control pads, boxed, sell for £80 or swap for a Mega Drive and one game. Call Peter on (0278) 683245.

■ For sale: One knitted steering wheel cover, purple in colour. Any takers, Mat Yeo's waiting to hear from you!

■ Master System for sale, with 9 games incl Sonic 1 & 2, Lemmings, Asterix and The Simpsons. Only five months old, will sell for £200 or swap for a Game Gear and games. Contact Richard Gill, 56 Kirkgate, Shipley, W. Yorkshire BD18 3EL

■ Sega Master System II for sale under a year old. With 10 games, a joystick, two control pads and some Sega mags. All for £200 ono, worth over £300. Ring Ben on (0689) 873340, boxed, excellent condition.

■ Game Gear for sale with four games, G-LOC Devils, M Mouse, Taz and AC adaptor, £135 ono. Phone James on (0245) 222341.

■ Game Gear, 13 games, adaptor, Wide Gear, Sonic, Sonic 2, Shinobi, Donald Duck, GP2, Lemmings, Streets Of Rage and many more. All boxed, all with instructions, original value £450. Less than a year old. Absolute bargain at only £220. Phone Francis on (081) 546 7446.

■ KUMQUAT! Now that's got your attention, pin back your lug 'oles! Our small ads won't cost you a penny. Just find things to sell, they don't have to be Sega related, fill in the form, bung it in an envelope and send it to our small ads department. Couldn't be simpler! Well, it could. We don't really *need* to have a small ads section. We *could* have two pages of 'join the dots', but this is much more fun. Hmmmm…that inflatable dart board of Ade's needs a good home…

■ Mega Drive, 15 games, three joypads, one joystick, Pro Action Replay cart, and dust cover, all worth £800+, sell for £500. Call Adrian on (081) 679 1618, offers.

■ Jap Mega Drive, two games, Batman Returns and Pit Fighter with cases and booklets, £135 ono. Or swap for a SNES. Tel (0234) 349968.

■ Atari 800XL disk drive, tape deck, joystick, mags, manuals all boxed, worth over £300, sell for £100. Ring Alan on (0449) 79522 after 4pm please.

■ Game Gear for sale, plus six top games including Sonic 1 & 2, Batman Returns, Streets of Rage, wall adaptor, car adaptor, battery pack, all for £180. Ring James on (0532) 609588 between 4-6pm.

■ Jap Mega Drive, PAL or SCART, power pack, two joypads, one turbo pad and games. Offers invited! Ring Kevin on (081) 539 0385.

■ For sale, boxed telescope. Tasco with six eyepieces, magnification 525 x 60 with original instruction manuals with solar and moon maps £95. Contact Ricky on (081) 368 7486.

■ Sega Game Gear, six games including Sonic 2 and Super Monaco, mains adaptor, all for £140 ono. Contact Richard on (0772) 725936.

■ Sega Master System II, six games, Sonic, Alex Kidd, Basketball Knightmare, Chess. Two controllers, three months guarantee left, worth £180, will accept £90 ono. Tel (0273) 417912.

■ Mega Drive games Mega-lo-Mania, Moonwalker, Altered Beast, Phantasy Star II, £15 to £30. Call (0935) 20380.

■ Sega MS, 14 games including Super Kick Off, Taz, Gauntlet, and various role playing games. Bargain £80 ono. Sorry not boxed (081) 570 0654.

■ Master System II with two joypads and six games including Sonic 1, Tom & Jerry, Alex Kidd games, Indiana Jones, Moonwalker, will sell for £100. Phone Ruth on (0970) 611213 after 6pm (Tues-Thurs).

■ Mega Drive games: Road Rash II, Rolo to the Rescue, £30, Super Off Road, Strider (Jap), Magical Hat (Jap) £25, and others. Atari Lynx II £50. Tel (0925) 266068. Ask for Gav.

■ Master System II, with two joysticks, one joypad and 15 games, all boxed, worth £400+, sell for £300 ono. Phone Adam on (0234) 351605.

■ Selling Master System II with seven great games including Lemmings, Asterix, Psycho Fox, Soccer, R. Mission, Strider, also two controllers and gun, £80. Ring (0206) 322485.

■ Master System II, two control pads, carry case and 11 games including Sonic 1 & 2, Taz-mania, Lemmings, Golden Axe. Worth £240 sell for £120 ono. Tel (0252) 879351.

■ Master System II, 12 games, one pad control stick, infra red pad, light gun, rapid fire unit all for £250. Write to Gary Milne, 57/6 Stevenson Drive, Edinburgh, Scotland.

■ Mega Drive for sale, Ghouls 'n' Ghosts, WWF Wrestlemania, Speedball II, all £20, Dick Tracy, £15. Phone Marc on (0384) 221359.

■ Mega Drive and three games, Sonic 1 & 2, Streets of Rage. All boxed with instructions, plus Pro-Pad, £130. Tel (0865) 243095.

■ Mega Drive for sale with Sonic 2 and Terminator and 2 joypads, one with slo-mo etc, sell for £100. Phone Stewart at (0772) 752225.

■ Hello! Game Gear, seven games, AC adaptor, still boxed, perfect condition, buyer must collect. Tel (0946) 66277, how can you refuse, only £130.

■ For sale: GG Taz-mania £20, Mickey Mouse £15. Boxed with instructions. Call (0494) 813529.

■ Game Boy for sale, with eight games, carry case, light, magnifier, all leads. Worth £300, sell for £145 ono. Tel (081) 399 3540.

■ Game Gear games for sale. Ninja Gaiden £10, Monaco GP, Woody Pop £5 each. The lot for £18. Also Mega Drive games list. Please write to: K Lampard, 25 Scott Avenue, Gt Amwell, nr Ware, Herts.

■ Sega Master System II with joystick and nine games, including Sonic 1 & 2, Lemmings and Champions of Europe. Sell for £100 ono. Phone Phil on (0695) 33428.

■ Spectrum games for sale. Bart, Golden Axe, Barbarians, TMHT and Techno-Cop. Worth £45, sell for £15. Ring (0902) 758331.

■ For sale 3 x 3 Eyes video £8, old computer mags, various kinds and Game Gear Columns instructions £1. Tel William on (071) 701 8171 after 6pm.

■ 'Oh Lordy, Jane, I can't find a copy of Sonic 2 anywhere in the shops!' 'Don't worry, Sue. Why not do what I do? Have a gander at these small ads. You never know your luck, someone out there in magazine land *may* just have a copy they want to get rid of. When I was searching for a side-winding thermal body-belt, this is the first place I looked. In the space of five minutes, I found one!' 'Cheers, Jane. You're a life saver!' 'Thanks, Sue, I try my best!'

■ Game Boy for sale includes link lead, head phones, instructions, £45 ono. Please phone Alex on (0737) 352627. I can deliver. You must live locally.

■ For sale C64 games titles include Golden Axe, and Midnight Resistance, buyer must collect. Phone (0606) 853575 ask for Gareth. Games are £1 each.

■ Sega Master System light gun, joystick and pad, 25 games, including Casino Games, Action Fighter, Chop Lifter, California Games. £220 ono. Phone Emlyn on (0724) 711349.

■ Sega Action chair, excellent condition for use with Mega Drive, will sell for £50 ono. Phone (0257) 464122.

■ Game Gear, 23 games including Sonic 1 & 2, Lemmings, Batman, Gear Converter, mains adaptor, worth £500 will sell for £350. Write to Mick, 63 Abingdon St, Alleston, Derby, DE24.

wanted

■ Mega Drive games. Krusty's Fun House. Does anyone have any Master System games on card? Willing to pay up to £20. Send list of games to 125 Seaview Terrace, Edinburgh EH15 2HQ.

■ Wanted: second-hand Game Gear, rechargeable battery pack. All prices considered. Write to Adam Setterfield, 9 Brecon Square, Ramsgate, or phone (0843) 595685.

■ Wanted: Master System games, Alien 3 and Super Kick Off, boxed with instructions, will pay up to £15 each. Tel (0270) 882566.

■ Master System carts. Joe Montana Football, Pitfighter, Vigilante, Flintstones, Super Kick Off, Double Dragon. Will pay £12–15. Phone Steve after 4pm on (0531) 633725.

■ Second-hand Game Gear rechargeable battery pack. All prices considered. Write to Adam, Setterfield Square, Ramsgate, or ring (0843) 595685.

■ Wanted: Amstrad GX4000, any games considered. Write to Tim Graham, 17 Nent Grove, Hexham, Northumberland.

■ All Super Nintendo and Mega Drive games and consoles in pack or single. Cash paid, private buyer. Tel Raj on (0850) 899129 anytime.

■ Does anyone have any Master System games on card? Willing to pay up to £2. Send list of games to 125 Seaview Terrace, Edinburgh EH15 2HQ

swap

■ I'll swap my Wrestlemania, Thunderforce III or Sonic for Micro Machines, John Madden 92, Alien 3, Rolo to the Rescue, Toki, Splatterhouse 2 or Super Off Road. Must be in Kent area. Phone (0732) 844414.

■ Wanted: Lotus Turbo Challenge. Will swap Streets Of Rage II, Terminator, Gynoug or Mercs. Phone Dan on (0602) 756527. No time-wasters please!

■ Swap Sonic and Altered Beast for one of the following: Atari Lynx II or PGA Tour Golf 2 and one other Mega Drive game. Call Calum on (0659) 58382 after 6pm on weekdays please.

■ I will swap my pyjamas with flame-proof buttons for a copy of MD Streetfighter II. No time wasters please. Genuine, first-time ad. Write to Adrian Pitt, Impact Magazines, Ludlow, Shropshire SY8 1JW.

■ Wanted Amiga 600 and games. Will swap for Mega Drive with Master System adaptor and 11 games including Sonic 2, Rolo, Robocod, Chuck Rock. Tel (0482) 799607.

■ Swap Desert Strike, Streets of Rage 2, for Road Rash 2, Another World, Mega-lo-Mania, Global Gladiators, other good titles considered. No crap please. Write to Colin at 36 Seal Craig Gdns, Altens, Aberdeen, Scotland, AB1

■ Swap for SNES or Mega Drive games, (or will sell) all Mean Machine's Mega books and most issues of Mean Machines. Phone Lee on (061) 798 8241.

■ Will swap Game Gear and seven games, including Sonic 2, carry case, MS converter and AC Adaptor (worth £300+), for Amiga and games (printer?). Phone Danny on (0286) 881314—now!

■ Swap Lemmings (Game Gear) for Spider-Man (Game Gear). Must be boxed with instructions. Phone (021) 446 6048 and ask for Phil.

■ Swap MS Castle Of Illusion for Asterix, Wimbledon or Lemmings. Ring (081) 644 4895 after 4pm. Ask for Mark.

■ Swap Commodore 64, light gun, 40 games including Turbo Outrun, and New Zealand Story & cash adjustments for Super Nintendo with game and control pad. Ring (0564) 826385.

■ Mega Drive swaps. Streets of Rage 2 for Global Gladiators, Lemmings for Tiny Toons, PGA 2 for Fatal Fury, New Zealand Story for Rainbow Islands, plus many more rated 85% and over. Call Steven on (0768) 899773. Cheers!

■ Swap your used Mega Drive games. Only £3.50 per swap. Games must be UK, boxed, with instructions. Phone Mark on (0443) 442138 after 6pm.

■ Game Gear games: Mickey Mouse £20, and swap Chase HQ for Fantasy Zone, also MD Revenge of Shinobi for SOR2. Call (081) 878 3708.

■ For Master System will swap either Double Dragon or Pro Wrestling for Super Kick Off. Call Jonathan on (0531) 670912.

■ Swap Mega Drive games UK, two to choose from. I want Alex Kidd, Rainbow Islands, also willing to swap for SNES games. Contact (081) 368 7486.

■ Mega Drive Dick Tracy boxed with instructions only three months old in good condition. Want to swap with Pitfighter or Terminator. Phone Michael on (0274) 834176 after 5pm.

■ Will swap my Master System with light phaser, control pads, AC adaptor, Sonic, Enduro, Super Kick Off, Strider, Ninja, World GP, Super Tennis and Teddy Boy for your Atari ST. Write to James, 18 Kirkswold Rd, Glasgow, Scotland, G43.

■ Mega Drive games, Ecco, Desert Strike, Spiderman, John Madden 92. Swap any for Corporation, Mega-lo-mania, Populous, Gods, Impossible Mission, Immortal, Buck Rogers. Call Paul on (0438) 748509.

■ I will swap my Master System with 11 games, two pads and phaser for Mega Drive, with 4-5 games. Phone Adrian on (0531) 632745 after 4pm.

■ I will swap Sonic 1, Super Thunderblade, Terminator, Outrun or Arrow Flash for Streets of Rage, Mario Lemieux Hockey, Two Crusade Dudes or Road Rash. Ring Steven on (0651) 862688.

■ Swap Alien 3 (MD) for any of the following; Chuck Rock, Corporation, Dragon's Fury, LHX Attack Chopper, Thunder Force 4. Phone (0409) 241375 and ask for Ross.

■ I'll swap my Sega Mega Drive with six games including Robocod, Road Rash, Golden Axe, mint condition, boxed for Amiga. Just phone Musselburgh 6650770 after 6pm and ask for John.

■ Will swap Menacer gun for 2 MD carts - anything considered. Tel Chris on (0603) 810082.

■ Will swap my Sega Mega Drive with two games for Super Nintendo with a game. Phone Dan on (0926) 54202, after 6pm.

■ You may think nobody will want your 48k Spectrum. You've probably given up all hope of flogging your ZX81. Why not try swapping 'em? Actually, who'd be fool enough to want to swap 'em? Oh well, worth a try!

pen-pals

■ Sixteen-year-old girl seeks male friend. I really like sexy older men. Please send a photo if possible. Write to Kerry Curran, 30 Myreside Ave, Kennoway, Fife, Scotland, KY8 5EH.

■ Hello! I'm 11 years old and would like pen pals, boys or girls. Write to Adrian Pomroy, 26 Romney Close, Clacton on Sea, Essex, CO16 8YE.

■ Eleven-year-old boy wants a male or female pen pal who hates Nintendo. Please write to Matthew Elliott, 72 Bishops Way, Canterbury, Kent, CT2 8PS. Please enclose a recent photo.

■ Can 'Runny Bum' who wrote to 'Hot Lips' please write again? I was in hospital having my appendix out, so couldn't reply!

■ I'm a nice 10 year old girl who wants a male pen pal. Write to Vicky Watson, Sydmonton, Highland Rd, Badgers Mount, Sevenoaks, Kent.

■ Hi! Twelve-year-old boy wants female pen pal. Send letter to Richard, Coltsfoot, Yeoland Lane, Yelverton, Devon.

■ Hello! Fourteen-year-old wants male pen pals. All letters answered. Please write to Samantha Resuggan, 69 Ringwood Dr, Rubery, Birmingham, B45.

■ Kevin from Crawley, you didn't include your address. I've got that recipe for Toad in the Hole. Please write. Sharon.

■ I'm a 13-year-old boy who wants a male pen pal of same age. Write to Graeme, 27 Enderby Ave, Carr-Mill, St Helens, Merseyside, WA11 9JN.

■ Yo! Thirteen-year-old Mega boy seeks Mega girl age 12-15, sexy and into metal or pop write to Andy Burgess, Shandell, Little Chalfont, Bucks, HP8 4BS

■ Hi! Thirteen-year-old girl from Scotland, wants male and female pen pals. Write to 17 Foulsykes Rd, Wishaw, Lanarkshire, Scotland, ML2 8PE.

■ Thirteen-year-old boy wants to be pen pal with M/F friends. Please send photo. Write to Gary Pietras, 52 Wescott Rd, Wokingham, Berkshire, RG11 2ES. Must like Kris Koss or 2 unlimited. Must be 12-13, too.

■ Fourteen-year-old boy looking for beautiful, sexy girl of about the same age. Must like fun and physical activities. Write to Richard Gilbert, 70 Repton Rd, Orpington, Kent, BR6 9HU.

■ Karen, write again. I think I love you. Don't tell Harold, he's got my REM records. Dave.

user clubs

■ Pen Pal Club! Don't delay! Join for just £5, payable by cheque or postal order. Contact Paul on (0772) 796489.

We accept small ads in good faith. Us luvverly peeps cannot be held responsible if any goods you purchase are defective or are not what they claim to be in the advert. Please take great care when replying to User Clubs. If you are under 18, check with an adult before sending payment. Writing to Pen Pals is fun, but it's not our fault if your new mate resembles the backside of a Barbary Ape! We reserve the right to cut adverts, or pull them altogether if not deemed suitable. Please allow up to six weeks for your small ad to appear.

SEGA MASTER FORCE **Free Classified Ad**

CLASSIFIED DEPT, SEGA MASTER FORCE, IMPACT MAGAZINES, LUDLOW, SHROPSHIRE SY8 1JW

Only for private use, no trade ads accepted. The editor reserves the right to alter or refuse ads which do not conform to acceptable standards.

SECTION HEADS — FOR SALE ☐ PEN PALS ☐ SWAP ☐ WANTED ☐ USER GROUPS ☐

COMPUTER CHAIR

welcome to the next level

ONLY £24.95

Now you can have your own personal computer chair, designed specially for serious game players. Sit in real comfort 6 cms off the floor in the perfect position. It even collapses into a flat neat pack so you can store and transport it.

WELCOME TO THE NEXT LEVEL

AVAILABLE ONLY IN BLACK

ORDER BY PHONE NOW: 0272 767630
(24 HOUR CREDIT CARD HOTLINE)
OR BY POST

Please send me .... Computer Chairs. I enclose a cheque/postal order made payable to: Home Entertainment for £.............. or please debit my Visa/Access Card No.

Expiry Date........../...........Signature"..

Name ....

Address ....

....

....Post Code ....

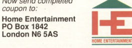
Tel No ....

SMF IMPACT

Computer Chair. Price £24.99 each	
Please add £2.50 per chair for P & P	
TOTAL	

Now send completed coupon to:

Home Entertainment
PO Box 1842
London N6 5AS



Please allow up to 28 days for delivery. E&OE Goods supplied subject to availability. Occasionally our customer lists are offered to carefully screened companies whose products or services may be of interest. Should mailings not be of interest please advise us.

MASTER MARKET

Before you part with your hard-earned lolly, take a look at the SEGA MASTER FORCE Buyers' Guide. Every single Sega Master System game reviewed in past issues of SEGA FORCE is included. You won't be crying out for information because it's all here, arranged under major gaming categories. Under each game there's the name and number of the publisher, how much it costs, a comment telling you what it's about and what it's like, and our overall rating. Simple! Straightforward! Essential! Browse at your leisure...



We'd like to express our thanks to the following companies, who lovingly supply us with games each month and maintain a cheery grin when we return them late! Without these folk, this guide wouldn't be the informative, extensive, laxative-free supplement it is today! Cheers, luvvers!

ACE	071 439 1185
AMS	081 2010 535
Comtazia	0384 261 698
Game Zone	0908 226 696
Killer Konsoles	0438 367 406
Krazy Konsoles	0422 342 901
Mr Disk	021 616 1168
Telegames	0533 880 445
Video Game Box	0425 616 705
Video Games Centre	0202 527 314









Master Market!

Arcade

Coin-op conversions and mixed-genre games make these carts the most action-packed around. Old classics and revamps, like in Virgin's compilation, have the most staying power.

ARCADE SMASH HITS
VIRGIN £32.99 Tel 081 960 2255
85%
These updated versions of *Missile Command*, *Centipede* and *Break Out* are weak individually but together form a good package, especially for the newcomer. Where else can you get games for £11 each?

BACK TO THE FUTURE II
IMAGE WORKS £34.99 Tel N/A
62%
Racing, beat-'em-up and two puzzle sections make up this game-of-the-film. Crude, flickery graphics and frustrating gameplay put it firmly in the past.

BACK TO THE FUTURE III
ACCLAIM £32.99 Tel 0962 877788
33%
As Doc, chase a runaway carriage. As Marty in later sections, throw pies and walk along the top of a train. Graphics are excellent but gameplay's infuriating.

THE FLINTSTONES
GRANDSLAM £29.99 Tel 081 680 7044
61%
As Fred, paint the living room, drive to the bowling alley, bowl (surprised?) and rescue Pebbles. Boring gameplay isn't rescued by cartoony but could-do-better graphics.

MARBLE MADNESS
VIRGIN £32.99 Tel 081 960 2255
76%
Under a time limit, guide a fragile marble over strange landscapes and past weird creatures. Great graphics and unique gameplay but too few levels.

MASTER OF DARKNESS
SEGA £32.99 Tel 071 373 3000
77%
As Dr Social, track Dracula through five levels of Olde London. Spooky graphics and sounds as you tackle mesmerised creatures. Soon gets tough.

MS PACMAN
DOMARK £34.99 Tel 081 780 2222
88%
Essentially the old fave, *Pac-man*, Ms has a feminine sprite, speed-up option, selectable mazes and skill settings. Ancient coin-op graphics but all the playability.

RENEGADE
SEGA £34.99 Tel 071 373 300
67%
Your girl's been nabbed and you use punches, kicks, knee-butts and overarm throws to mangle the punks responsible. The graphics are too clean for the gritty but repetitive action.

STREETS OF RAGE
SEGA £32.99 Tel 071 373 3000
81%
Clean up the streets as you head for a crime boss's sky-scraper headquarters. There's an array of moves and weapons, cool sprites and good FX. Truly exciting gameplay; a class beat-'em-up.

STRIDER
SEGA £32.99 Tel 071 373 3000
42%
The whoosh of the somersaulting Strider's sword isn't as impressive as it should be. Although graphics are great static, they're slow-moving and enemies are few and far between. Dullsville.

STRIDER 2
US GOLD £32.99 Tel 021 625 3366
74%
The Master's causing trouble again, but this time Strider's fast as well as graceful. Some of the robot guardians are unfairly tough but the action's engaging enough. A 'try before you buy'.

SUPERMAN
VIRGIN £TBA Tel 081 960 2255
66%
Several of Metropolis's inhabitants have gone missing — including Superman's beloved Lois Lane! He can't use all his powers in the same stage and must collect icons to keep energy up. Graphics are action-packed but the Man of Steel's difficult to control and the tasks are tiresome.

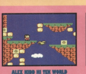
Arcade Adventure

Perfect for those who want to use equal parts of brain and digital dexterity. Prince Of Persia sports the best MS animation ever. Another winner's the cartoon-like Asterix.

ASTERIX
SEGA £32.99 Tel 071 373 3000
82%
The heroic Gaul and his fat chum, Obelix, are on the way to Rome to rescue their druid chum, Getafix. Each level can be played as Asterix or Obelix, which alters the hazards and features subtley or drastically. Use their different characteristix to defeat Romans and solve cunning platform puzzles. Sprites are almost identical to the comic characters, playability's high and there's masses to do — twice.

BART VS THE SPACE MUTANTS
FLYING EDGE £32.99 Tel 0962 877788
92%
Space Mutants are making a machine to conquer the world — and only Bart knows about it! Colourful backgrounds and cartoon sprites on par with the MD, good FX and samples back up this challenging romp.

HEROES OF THE LANCE
US GOLD £32.99 Tel 021 625 3366
68%
Billed as an RPG, it's even an exaggeration to call this an arcade adventure. Send your band of eight adventurers in search of the Disks of Mishakal. Simple arcade combat and sluggish controls but bold graphics and a huge playing area. No save option, though!


ALEX KIDD HI TEK WORLD



ALIEN STORM



ASTERIX


BATMAN

LAND OF ILLUSION
SEGA £32.99 Tel 071 373 3000
92%
Mickey Mouse is search for a jewel and the phantom who stole it. Mickey bum-bounces some enemies, throws rocks on others. Special items have to be found and used to complete levels, some of which have to be tackled twice. Graphics and sound are superlative, and although it's fairly easy, it's playable enough to complete time and again.

PRINCE OF PERSIA
DOMARK £29.99 Tel 081 780 2222
93%
Leap chasm and spikes, dive through razor-sharp shutters, activate pressure pads and duel with guards — when you find the scimitar. You've an hour to negotiate 12 levels and rescue the babe. Animation is jaw-droppingly good and the task is addictive.

SHADOW OF THE BEAST
TECMAGIK £34.99 Tel 071 243 2878
70%
Once human, The Beast traverses scrolling plains and vast caverns to find and defeat his loathed master. Keys, potions and weapons are collected, although fists are most often used to defeat many enemies. Neat graphic touches and increased adventure elements make it better than the MD version but gameplay lacks versatility.

SPIDER-MAN 2
FLYING EDGE £29.99 Tel 0962 877788
82%
Spidey's up against six of his toughest foes in six two-part levels. Objects need to be found and used to gain access to villains' bases. Graphics and sound are nothing special but gameplay's great.

WONDERBOY 3 IN MONSTER WORLD
SEGA £32.99 Tel 071 373 3000
75%
Wonderboy's set a number of tasks that eventually enable him to escape. There are traps to dodge, obstacles to jump and monsters to kill, plus plenty of people and objects to interact with.

Platformers

Conquer villains and strange lands in leaps and bounds. A range of styles is represented here, from the craggy strategy of Chuck Rock to the eco-friendly gook of Global Gladiators.

BONANZA BROS
SEGA £29.99 Tel 071 373 3000
76%
As Robo (his bro's gone missing in this version), break into buildings, collect swag and shoot or stun guards. A cash-grabbing sub-level adds depth to this wacky coin-op conversion, which features unusual Lego People graphics.

CHUCK ROCK
VIRGIN £32.99 Tel 081 960 2255
91%
Caveman capers as this ugly thug uses his belly against five levels of dinosaurs. Chuck Rock also chuck rocks! Vertical and leftward sections and puzzle elements help make this one of the most playable MS platform games.

GLOBAL GLADIATORS
VIRGIN £32.99 Tel 081 960 2255
86%
Detailed foregrounds, neat graphical effects, slick presentation, wacky sprites and sounds. The eco-friendly gameplay's just as good. One of the most addictive platformers there is.

JAMES BOND: THE DUEL
DOMARK £34.99 Tel 081 780 2222
84%
One of 007's worst enemies has kidnapped Prof Jones. First on a tanker, Bond finds hostages and bomb parts then tackles Jaws. Crisp graphics, realistic animation and four tough levels make Bond's mission a success.

THE LUCKY DIME CAPER
SEGA £32.99 Tel 071 373 3000
78%
Donald's platform-hopped adventures take him around the world, using a mallet and frisbee to oust nasties. Graphics are gaudy and gameplay's a little frustrating, but superb cartoon sprites and playability save the day.

THE NEW ZEALAND STORY
TECMAGIK £32.99 Tel 0924 461115
93%
Tiki the kiwi explores large platform levels, armed with bow and bombs and travelling by foot, floating board, balloon, duck and underwater. Stunning arcade-like graphics and frustratingly addictive gameplay with lots of secret rooms to discover. One of the Top Ten MS games.

NINJA GAIDEN
SEGA £32.99 Tel 071 373 3000
90%
Ryu Hayabusa! That's you (that is) as you jump pits, climb trees, leap from girder to girder and dodge the odd throwing star or three. A great challenge and with controls, graphics and effects this good, you're sure to want to take it up.

RAINBOW ISLANDS
SEGA £32.99 Tel 071 373 3000
91%
As cute Bub, make your way up vertical islands, using rainbows as bridges and weapons. They take time to master but then gameplay bites in this appropriately colourful game.

RUNNING BATTLE
SEGA £29.99 Tel 071 373 3000
69%
Using fists, feet and pick-up weapons, kill M's soldiers while marching through predictable streets and bases. Detailed but flickery sprites, long but repetitive levels. Appropriately, the player character's called Sergeant Gray…

SHADOW DANCER
SEGA £32.99 Tel 071 373 3000
62%
Takashi and his hound take on the Asian Dawn terrorists, the former with shuriken throwing stars and magic, the latter with, um, teeth. Mediocre backgrounds pay the price for detailed sprites. Controls are awkward and gameplay unforgiving.

SONIC THE HEDGEHOG
SEGA £29.99 Tel 071 373 3000
94%
Unbelievably, MS Sonic is almost identical to the MD. Fast, smooth scrolling and detailed sprites (especially Sonic himself) are a visual feast. Although easy, the gameplay — collect rings, bounce on baddies, race through levels — is addictive enough to keep you coming back to complete it again and again.

SONIC 2
SEGA £34.99 Tel 071 373 3000
92%
Sonic hang-glides, bounces across water, floats in bubbles and bashes through blocks to secret areas — as well as running fast and collecting rings, of course. It requires more thought and is more varied than the original but not quite so playable.

TAZ-MANIA
SEGA £34.99 Tel 071 371 3000
71%

CHASE HQ

GLOBAL GLADIATOR

PACMANIA

POPULOUS

Master Market!

Taz searches for legendary birds and their yummy eggs. Warner Bros cartoon graphics really make this game. Although a touch easy, its originality and character make it fun.

Puzzle

Pure thought and deductive reasoning (almost) replace fancy graphics — with the exception of Krusty's winning cartoon sprites and Trivial Pursuit super host.

KLAX
TENGEN/DOMARK £29.99 Tel 081 780 2222
81%
Catch and flip coloured tiles to form lines of the same colour. Graphics are drab but no worries because this simple but remarkably playable hundred-level puzzler doesn't need flashy visuals.

KRUSTY'S FUN HOUSE
FLYING EDGE £34.99 Tel 0962 877788
86%
Position blocks, tube sections and fans to direct dumb rats, while using custard pies to kill patrolling enemies. Mind-scrambling puzzles, madcap platform action and hidden rooms to find. Remarkably MD-like.

LEMMINGS
SEGA £34.99 Tel 071 373 3000
93%
Use limited numbers of digging, tunneling, bridge-building, climbing and floating lemmings to overcome obstacles. Loads of levels and tough yet incredibly addictive gameplay make *Lemmings* unmissable.

TRIVIAL PURSUIT
DOMARK £32.99 Tel 081 780 2222
79%
Almost everyone knows this board game. The board graphic's simple but clear and the question master is excellently drawn and animated. Easy to play and plenty of questions.

Racing

Hands on the steering, pedal to the metal. Jostle for position and lean into those corners. Swear when computer cars cut you up and steal the lead...

OUTRUN EUROPA
US GOLD £29.99 Tel 021 625 3366
87%
A *racing* game with bells on! Take the controls of a motorbike, jetski and Porsche in an attempt to retrieve some secret plans. Put your foot down, avoid obstacles and punch or shoot anyone who bothers you! Fast, flicker-free graphics and a real challenge.

SCI
SEGA £32.99 Tel 071 373 3000
60%
The sequel to *Chase HQ*, you track down criminals' cars then shoot the hell out of them. The pics between levels are good but the road doesn't match the speed of your vehicle. It's fun for a while — it would be much better if you could blast civilians' cares, too — but there are too few levels.

SUPER MONACO GRAND PRIX 2
SEGA £34.99 Tel 071 373 3000
86%
The action takes place over 16 world championship courses and the aim's to whup Ayrton Senna's ass. Although backgrounds are dull, scrolling's fast and the car handles well. It's tough but fun and the password system's a big help. For pure road racing, it can't be beaten.

Shoot-'em-ups

Whether aboard a space ship or plane, or running along as a future soldier, robot or cop, blasters have as many victims as they do fans. Old Arnie's Terminator's your best bet.

ALIEN STORM
SEGA £29.99 Tel 071 373 3000
77%
Gordon and his flame-thrower or Slammer and his electric whip fry aliens. The action switches to through the hero's eyes on alternate levels, where crosshairs aim a gun. A little thought's required and graphics are imaginative (if flickery). A two-player option would've bolstered it.

ALIEN 3
SEGA £34.99 Tel 071 373 3000
77%
This time, Ripley's stranded on a prison planet with assorted thieves and killers — poor lass! *Loads* of Aliens have stuck hostages to walls. Explore four-way scrolling levels to rescue 'em, using a variety of limited ammo weapons and air ducts as short cuts. Neat presentation, well shaded backgrounds and 'orrible Aliens make mediocre gameplay fun.

G-LOC
SEGA £29.99 Tel 071 373 3000
67%
Action's viewed through the Thunderfox's cockpit but it's strictly shoot-'em-up. Armed with cannons and guided missiles, ammo's replenished and the jet updated between levels of fighter-downing fun. Only half the screen's actively used and it ain't pretty, but there's sufficient action and sensation of movement for a few missions.

PREDATOR 2
ACCLAIM £32.99 Tel 0962 877788
68%
As cop Mike Harrigan, march along, blasting drug dealers, collecting weapons, destroying drugs and rescuing hostages. Suitably dark, moody graphics accompany this toughie — which gets harder when the Predator shows up! Not bad but frustrating and unexciting.

SAGIA
TAITO £32.99 Tel 0101 708 520 9280
46%
Pilot the Silverhawk and give an alien race what-for. Extra weapons and shields are collectable. Despite flicker, the graphic look good, but control's jerky and it's all rather dull.

SMASH TV

PRINCE OF PERSIA

SAGAIA

THE SHADOW OF THE BEAST

SLAP SHOT

PROBE £39.99 Tel N/A
44%
Explore the rooms of gameshow arenas, collect prizes and shoot and dodge dangerous droids. Graphics are slow, ugly and too big for this game, sounds are mediocre and the controls are terrible.

SPACE GUN
SEGA/TAITO £32.99 Tel 071 373 3000
45%
Viewed through the eyes of a space station defender, you slowly scroll sideways then 'into' the screen, racing game-style. Ugly sprites are blasted with the aid of crosshairs, but although they're great to look at, there are few species, all badly animated. Slow and monotonous.

SUPER SPACE INVADERS
DOMARK/TENGEN £29.99 Tel 081 780 2222
87%
The revamped relic features colourful backgrounds, various Invader attack formations and massive mother ships. Meaty sounds, super-simple controls, 12 levels (plus cattle-saving bonus sections) and simultaneous two-player all somehow make it a good buy.

THE TERMINATOR
VIRGIN £32.99 Tel 081 960 2255
90%
Part man, part machine, all c– er, Arnie's first blockbuster movie hits the 8-bit! But you're the good guy, sent from the future to protect Sarah Connor from the T-800 robot. Fast, hectic levels tax your reflexes and trigger finger — there are only five of 'em put this is no pushover! Dark, moody graphics and digitised level intros set the scene brilliantly.

Sport

Football fans are well catered for but there's something for those who prefer to use a club or racket, too. The multi-event, multi-player laighs of Olympic Gold are hard to beat.

CHAMPIONS OF EUROPE
TECMAGIK £32.99 Tel 071 243 2878
81%
Variable game length, direction of play, windspeed, weather conditions and eight referees set the scene. A map of Europe, 34 teams to choose, computer or human opponent... Controls take time to get used but are highly versatile. Playable and humorous, cute sprites 'speaking' via speech bubbles.

EVANDER HOLYFIELD BOXING
SEGA £29.99 Tel 071 373 3000
78%
Customise your boxer, train him then hop in the ring and bash his opponent! Versatile yet easy to use controls, large boxers and realistic controls bring the thrill of the ring home.

OLYMPIC GOLD
US GOLD £34.99 Tel 021 625 3366
94%
The 100m, hurdles, hammer, archery, pole vault, swimming, springboard diving can be played individually; with a selection of others or all events, and there's a special Olympic Records option. Some events' controls are easy, others are tricky to master, but they're all responsive to your commands. Crisp sprites, good sounds and up to four players round off the best multi-event sports cart.

SPEEDBALL 2
VIRGIN £34.99 Tel 081 960 2255
78%
In a scrolling high-tech arena, teams battle it out for possession of a metal ball. Bouncing it off stars and domes earns points. Collect coins to improve individual player's attributes or the team as a whole. *Speedball 2*'s manic gameplay make it one of the best two-player sports games.

SUPER KICK OFF
US GOLD £29.99 Tel 021 625 3366
90%
Not much to look at — plain green pitch viewed from above and small, dull footballer sprites. But scrolling's smooth, animation's good and playability's high! It takes time to adjust to the free-running ball then offers endless hours of fun, particularly with two players.

TECMO WORLD CUP '93
SEGA £34.99 Tel 071 373 3000
54%
More 8-bit footie. 24 teams take part in a tournament, exhibition match or computer vs computer demo. Viewed from the stands, the player sprites are good but it's inrealistic and there's no atmosphere.

WIMBLEDON TENNIS
SEGA £29.99 Tel 071 373 3000
82%
Take a shufty at the speed, skill and power ratings of the 16 players available before committing yourself and going to court! Play a single match, the tournament series or two-player head-to-head game. Court graphics are simple but scrolling's smooth and sprites are clear. Simple controls, plenty of challenge and playability.

WORLD CLASS LEADERBOARD
US GOLD £29.99 Tel 021 625 3366
79%
An initially confusing but versatile hook/slice meter controls the strokes across four full golf courses. Three skill levels, wind conditions, uneven surfaces, bunkers, rough and water hazards... pretty comprehensive. Graphics are fairly crude but it plays well.

Strategy

If you're the type who likes to think and plan before they act, strategy games are for you. Unfortunately, you've only two to choose from at the moment, so it won't take long to decide which to buy first!

RAMPART
DOMARK/TENGEN £29.99 Tel 081 780 2222
80%
A curious mixture of strategic shoot-'em-up and puzzler, your aim is to build up a castle. First use a cannon sight to defend it from invading ships then rotate geometric shapes to repair its walls. The combination works very well, particularly in two-player mode, where sneaky tactics and successful moves are incredibly satisfying. Don't miss this unrecognised winner.

SEGA CHESS
SEGA £34.99 Tel 071 373 3000
93%
The greatest strategy game of all time. And the Master System's lucky enough to have a computer chess cart that's up there with the best of 'em. *Sega Chess* gives two viewpoints, nine skill levels, a spread of options and user-friendly controls. Graphics and sound are weak but who cares, it's chess!

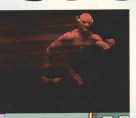

SUPER MONACO GRAND PRIX 2


SUPER SPACE INVADERS


TENNIS ACE


TURBO OUT RUN

COMING SOON...



Blow up those balloons, hang out those streamers, 'cos in next month's SEGA MASTER FORCE there's gonna be a party (oooooh! Can we have a little bag with cake and sweets in when we go home?! —Mat). Look who we've invited...

The team from *Star Wars*, *The Flash*, *GP Rider*, *California Games 2*, *World Tournament Golf* and our very special guest. Yes, you haven't seen it for over 12 months, we've flown it all the way from Putney in London (cue shocked expression, doors slide open, Michael Aspel sincere look)... Master System *Desert Strike* from Domark. If any of our guests don't RSVP, we'll let you know.

More playing tips, more letters... more smutty jokes and custard creams than any other mag.

EDITORIAL (0584 875851) MANAGING EDITOR: Steve Shields DEPUTY EDITOR: Adrian Pitt PRODUCTION EDITOR: Mat Yeo SUB EDITOR: Warren Lapworth REVIEWERS: Tim Hirschmann Paul Wooding EDITORIAL ASSISTANTS: Kevin Bailey Gavin Weston CONTRIBUTORS: Alan Bryce Norton Kai **DESIGN** Ian K Tindale vs Impact Magazines ASSISTANT DESIGNER: Jo Lewis COVER ILLUSTRATION: Oliver Frey SCANNING OPERATOR: Michael Parkinson **ADVERTISING (0584 875851)** ADVERTISEMENT MANAGER: Neil Dyson ADVERTISEMENT SALES: Michelle Bullen Pete Raybould AD PRODUCTION: Jackie Morris PRODUCTION MANAGER: Franco Frey **DISTRIBUTION (0625 878888)** CIRCULATION MANAGER: David Wren DISTRIBUTOR: COMAG Magazine Marketing **SUBSCRIPTIONS (051 3571275)** See page 60 **MANAGEMENT** PUBLISHER: Eddie McKendrick PUBLISHING DIRECTOR: Roger Kean ART DIRECTOR: Oliver Frey FINANCIAL DIRECTOR: Santosh Thomas ***SEGA MASTER FORCE*** *(ISSN 0964-2552), Volume 1, Number 1,*

Thanks to Warner Home Video. Published every 4 weeks in the UK. Printed in the UK by BPCC (Carlisle) Ltd- "Time flies like the wind... but fruit flies like bananas" - Jehan Moire

THE NEXT ISSUE OF SEGA MASTER FORCE IS ON SALE 22 JULY
MISS IT AND BE SUITABLY TORTURED!

I've got my reservations
...that's where I keep my red indians!

NEWSAGENTS!?! Easy life! All they have to do is reserve me a copy of Sega Master Force every month and I'll even collect it myself.......... ☐

I think newsagents can work for their money just like everyone else, so I'll have it delivered to my door, ta very mucho grandaddyo! .... ☐

My name is ....

and I have a hamster .... ☐

I have a very large rottweiler..................... ☐

...TO A NEWSAGENTS NEAR YOU!



NEW RANGE OF THE OFFICIAL STREET FIGHTER MERCHANDISE EXCLUSIVE PREVIEW RESERVE YOUR ORDER FIRST WITH SQUARED CIRCLE

STREET FIGHTER II IS NEW FROM AUGUST, RESERVE YOUR ORDER NOW ON 0908 262366

51006 **STREET FIGHTER II LCD GAME** £19.99+p&p

Can you survive? All the Street Fighter Moves and excitement of the arcade smash now in the palm of your hand. Available Now!

16047 **THE FIST T-SHIRT FEATURING RYU £9.99+p&p**

AVAILABLE NOW

T-Shirts available in Small/Medium/Large/XL

THE ULTIMATE CHALLENGE IS HERE! BATTLE IT OUT WITH SIX NEW HASBRO ACTION FIGURES INCLUDING EITHER OPERATIONAL WEAPON OR NINJA MOVE! (AVAILABLE FROM AUGUST)

08038 **GUILE** .... £4.99+p&p
Including a Missile Launcher

08039 **CHUN LI** .... £4.99+p&p
With individual Ninja Move

08040 **BLANKA** .... £4.99+p&p
With a Missile Launcher

08041 **KEN** .... £4.99+p&p
With "Double Arm Chop" Ninja Move

08042 **BISON** .... £4.99+p&p
Armed with a Missile Launcher

08043 **RYU** .... £4.99+p&p
With "Upper Cut" Ninja Move

08044 **THE CRIMSON CRUISER** ...... £9.99+p&p
Action Asualt Vehicle including figure and operational weapon (not illustrated)

08045 **THE SONIC BOOM** .... £9.99+p&p
Armoured Catapillar Tank with multi-shot Launcher and action figure (not illustrated)

08046 **THE BEAST BLASTER** .... £19.99+p&p
Double-armed Power Truck with two action figures

51007 **STREET FIGHTER II TABLE GAME £39.99+p&p**

The ultimate challenge comes to life on a table top. Guile and Ryu battle it out using kicks and punches. Only one can survive in this electronic eliminator. Order now to ensure you meet the challenge first. Available from August



51008 **STREET FIGHTER II GAME WATCH £9.99+p&p**

Fight your way to the top against the toughest fighters from around the globe. There is only one goal with this arcade action wrist watch!

HOW TO ORDER

For fast service on Credit Card Sales call **0908 262366** 9.00am til 5.30pm Monday to Friday or send your order by post to the address below

Postage & packing
Goods totalling under £5.00 please add £0.75
over £5.00 please add £1.50
over £15.00 please add £2.50

Our Squared Circle guarantee means that if you are not completely satisfied with any item you purchase you may return your purchase in its original condition within 14 days. We will refund your money or exchange the item. N.B. Computer games may only be returned if they are faulty.

CARD NUMBER

EXPIRY DATE

ISSUE NUMBER (SWITCH ONLY)

Cheque or postal order enclosed made payablle and sent to:
SQUARED CIRCLE LTD
18 VINCENT ADVENUE, CROWNHILL,
MILTON KEYNES MK8 0AW

VISA ☐ MASTERCARD ☐ ACCESS ☐ SWITCH ☐

Signature...Date..................

ITEM	CODE	SIZE	PRICE	TOTAL

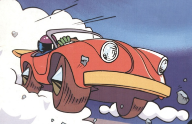
MR/MRS/MISS
INITIAL.............SURNAME..
ADDRESS...
....
....
NAME OF RECIPIENT ....AGE............
DELIVERY ADDRESS (IF DIFFERENT FROM ABOVE) ....
....
....

TOTAL	
P&P	
TOTAL ENCLOSED	

Please tick here if you do not wish to receive other mailings ☐



take your SEGA for a mega drive



Codemasters™